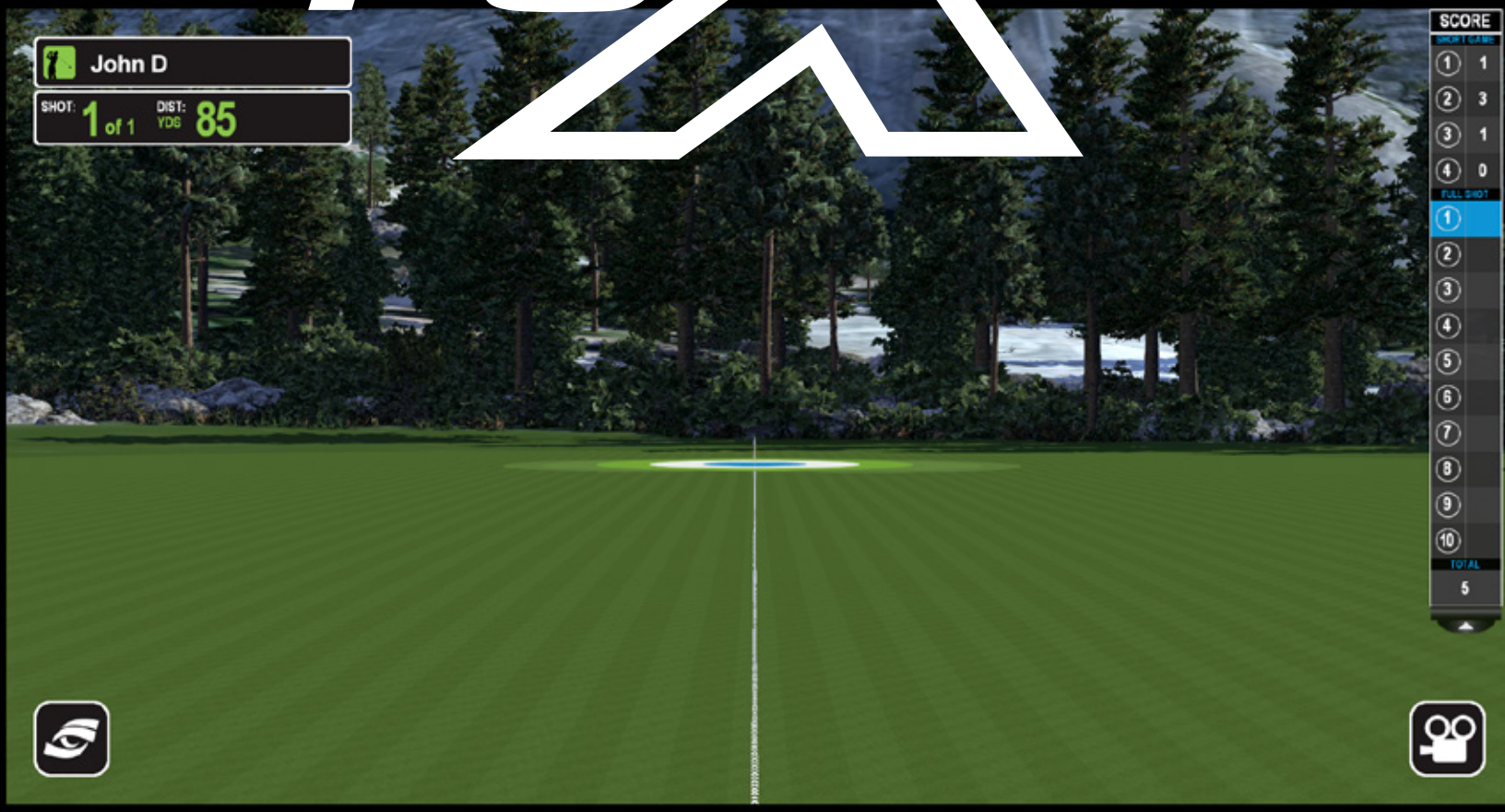
FSX



USER GUIDE

www.foresightsports.com

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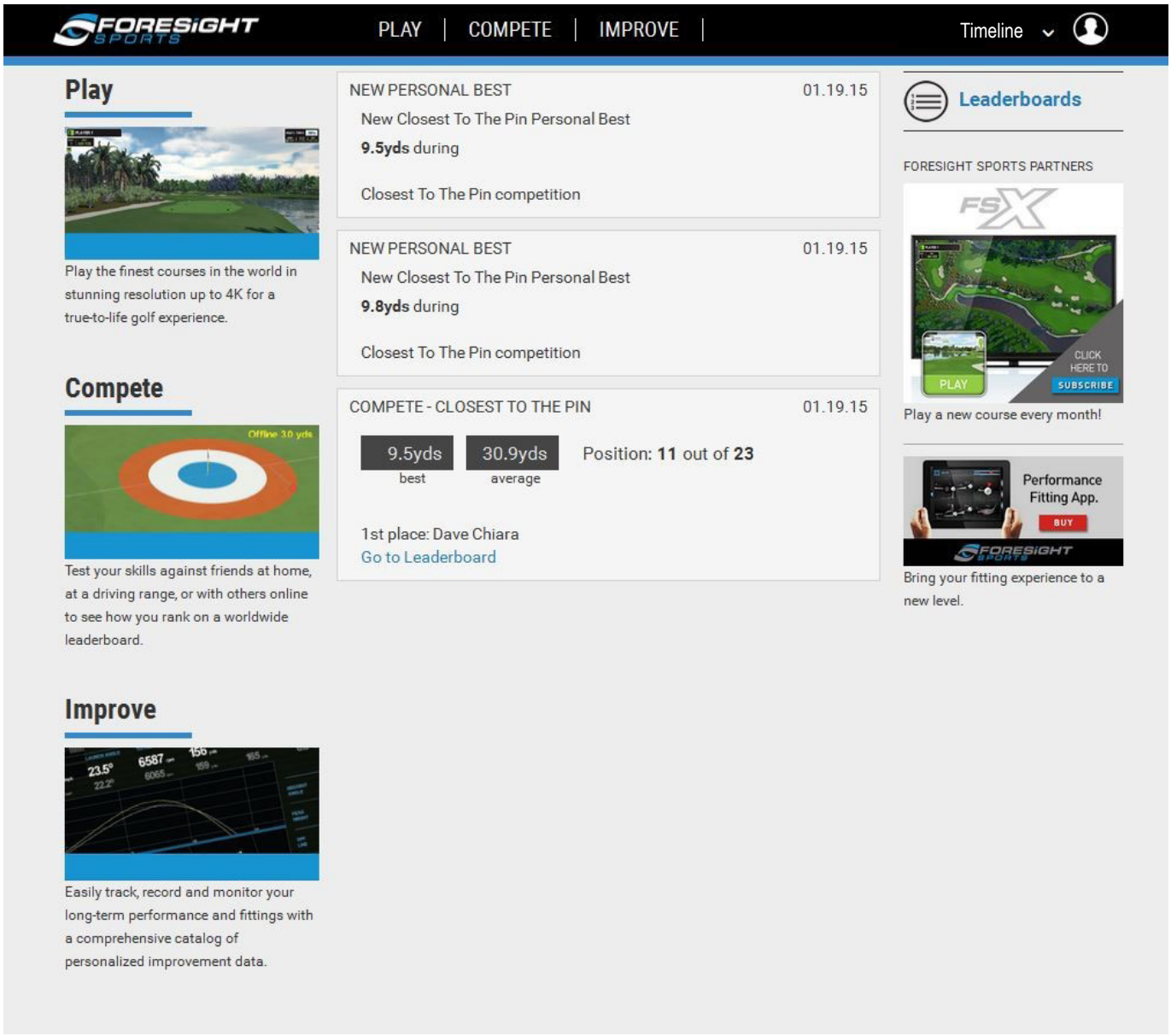
MY PERFORMANCE - LIVE

My Performance: https://performance.foresightsports.com/
To login you will need to select Login from the upper right hand corner of the page.
This may require you to create a Username and Password if it is your first time logging into the My Performance Page.



Once you have logged into the My Performance page you will notice three panels available to you:

On the left you will notice the following:

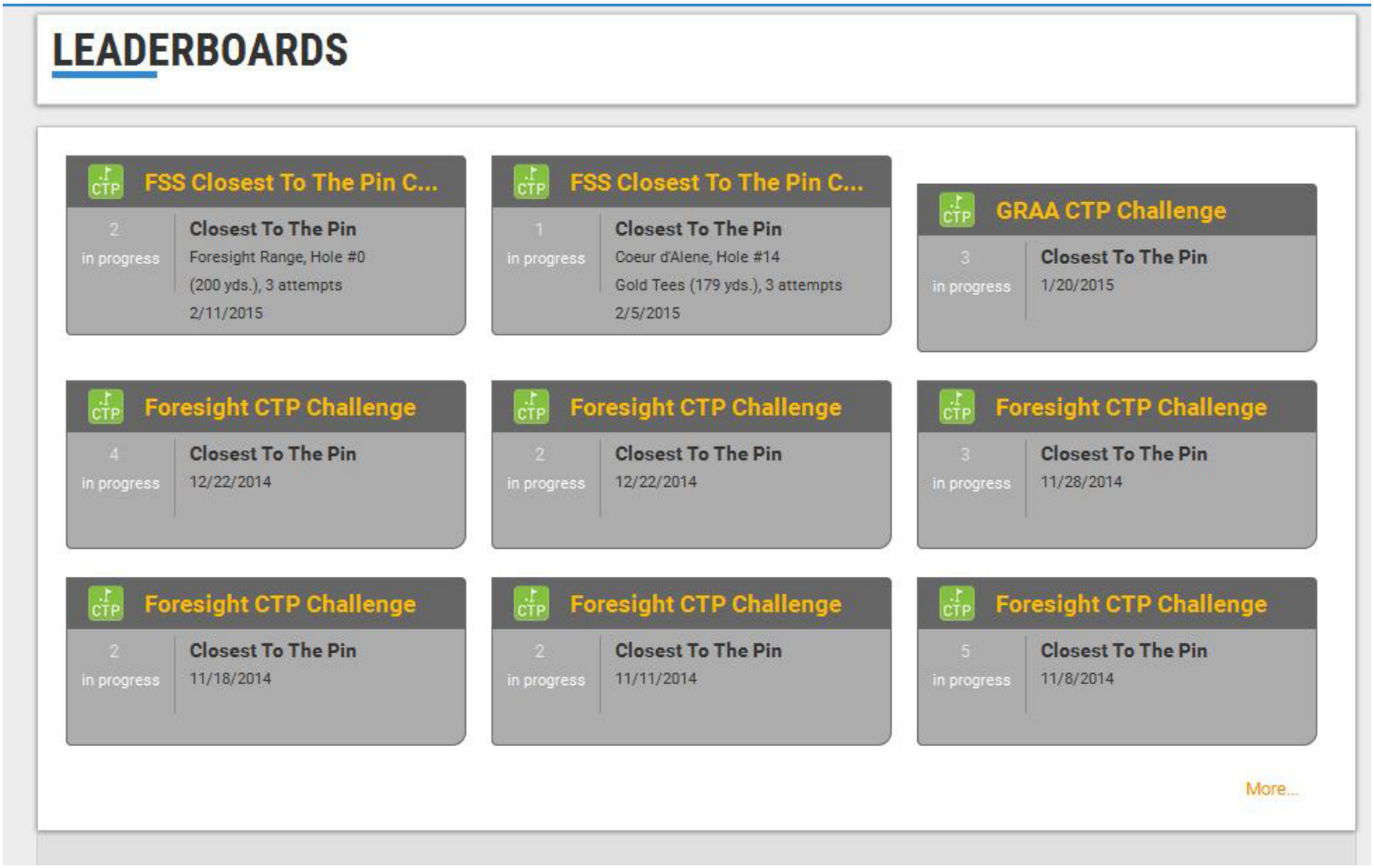
Play: This option offers you the option to play online against other FSX users. (Available Summer 2015)
Compete: This option offers you the option to create, manage, observe, and participate in online competitions. (Available Summer 2015)
Improve: This option offers you the option to review previous sessions analysis information. (Available Summer 2015)

MY PERFORMANCE - LIVE

Your live feed is located center-screen, and includes recent highlights (e.g., new personal bests, recently completed competitions).

On the right side of the screen, LEADERBOARDS are on display. This shows all available competitions. For more detail on a particular competition, click on the competition's icon to activate a detailed pop-up window.

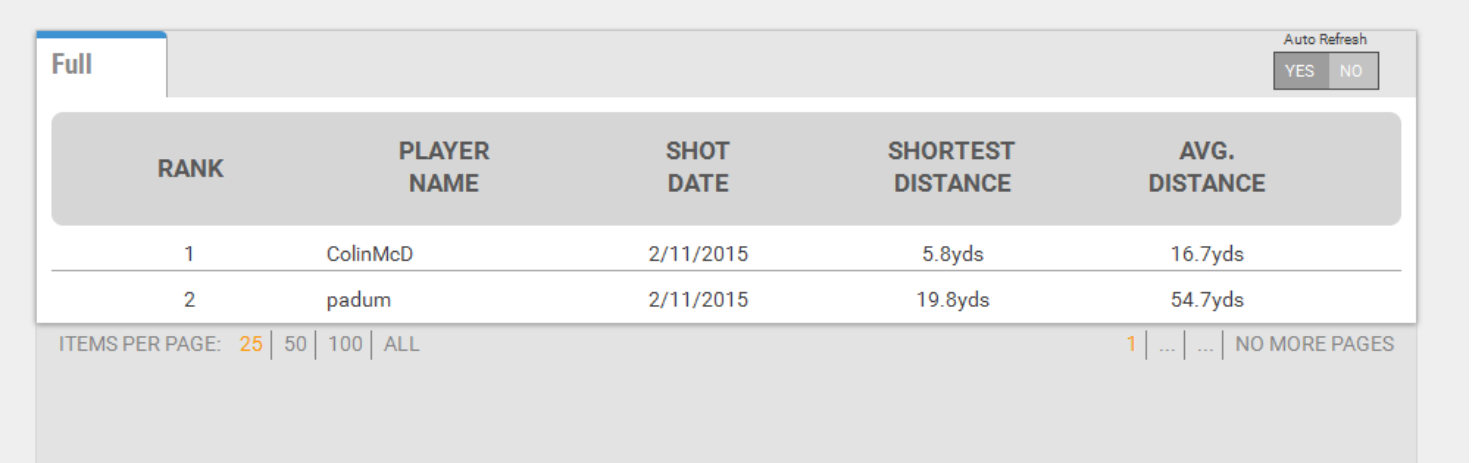
Leaderboards:



When you click on a particular leaderboard, each participant is ranked by their username, date participated, and shot information. Leaderboard data can be set to auto-refresh as new data becomes available by selecting the option in the top right.

Additional options to upgrade software or purchase new courses will be available Summer 2015.

MY PERFORMANCE - LIVE



Here you will see the Rank of each player in the competition, their username, the date they competed, and their shot information.

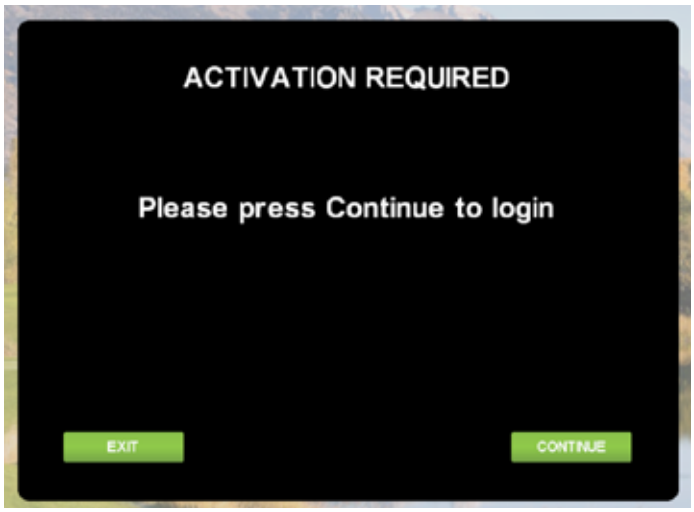
You can also activate the auto refresh option in the top right to have the competition update with new data as it is published.

Additional options to upgrade software or purchase new courses – Coming Soon

FSX - VALIDATION & LICENSE KEYS

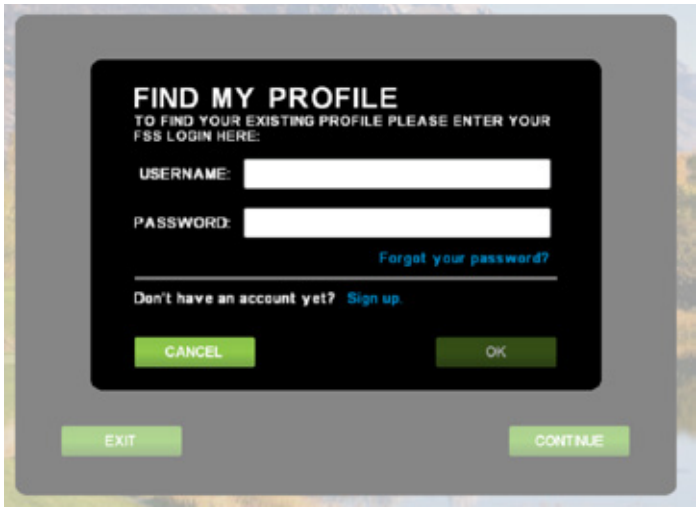
Foresight Sports: FSX Software Validation

To begin using your software, you first must activate it. Do this using your activation code provided to you by Foresight Sports when the software was purchased. Internet access is required at all times to validate the software for use.



Once you have the Activation Code, press **CONTINUE** when prompted. Then, follow the instructions on the screen.

First, login with your MY PERFORMANCE account information. If you have not created an account, select **SIGN UP** and follow the instructions on the screen. Select **OK**.

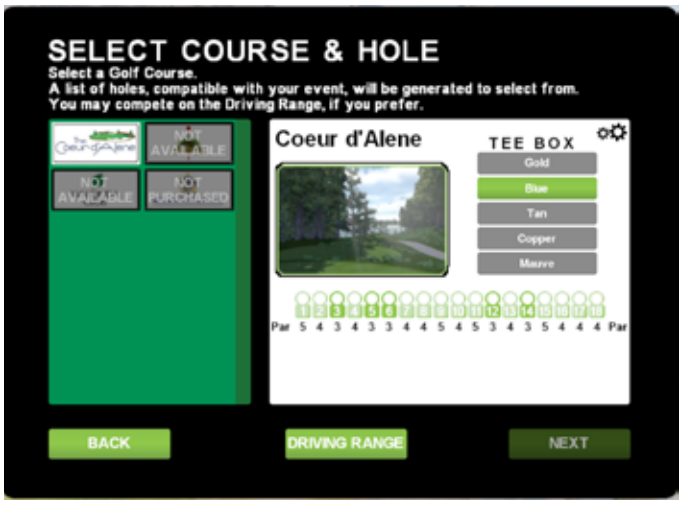


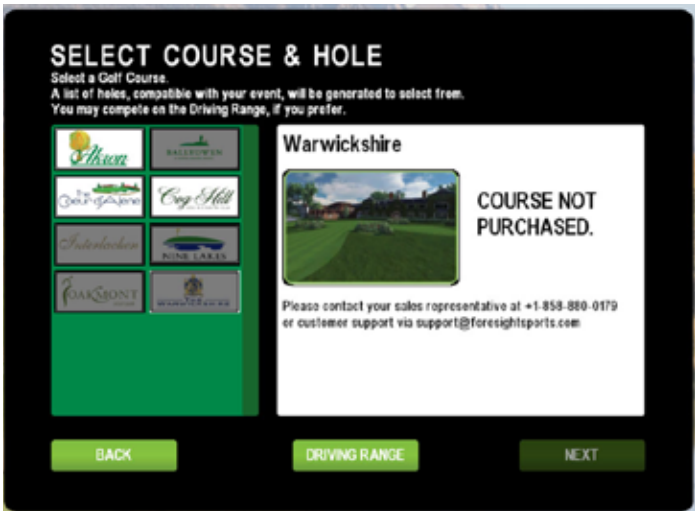
You will then be prompted to enter your product activation code, and then press **OK**. You must enter the activation code exactly as provided, with no additional characters or spaces in the text field. Once the software has been activated, it will validate the code each time you run it.

FSX - VALIDATION & LICENSE KEYS

FSX Course Activation

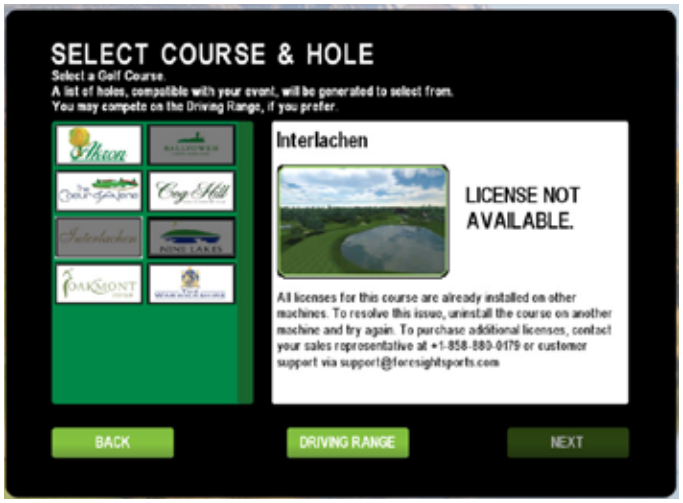
To activate a golf course on your software, you must have a My Performance account, as well as access to the email address associated with the software activation. Once courses have been purchased and registered through Foresight Sports, you may need to restart the software to activate the courses initially. Then, courses will appear on the course list for installation. Simply click on the course icon to begin this process.





Using a Course on multiple computers:

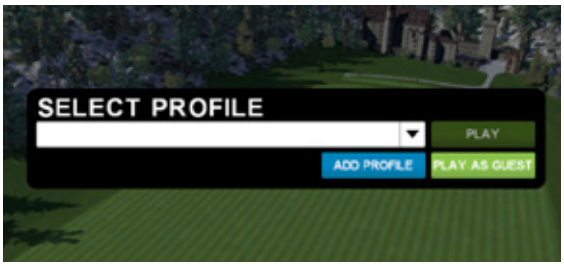
To install a course on multiple devices running the FSX software, you only need one course license. First, download and install the course onto each computer. Then, select the settings/gear icon in the top right of your screen and DE-ACTIVATE. Follow the activation process as noted above to reactivate your software license.

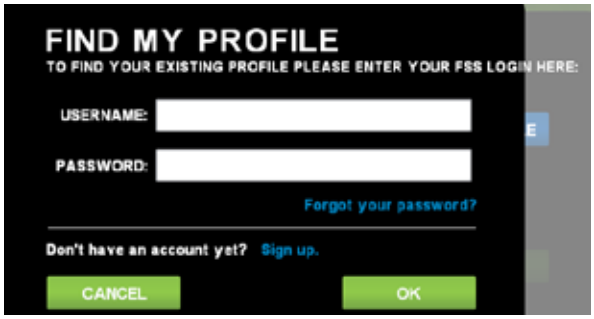


FSX FIT - GETTING STARTED

The FORESIGHT PERFORMANCE FITTING software provides advanced data measurements and reports in an easily-accessible, understandable format for everyone from amateur to professional levels. In the next few pages you will learn the basic functionality, allowing you to get up and running quickly.

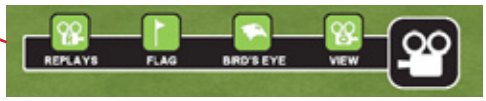
To begin, launch the FORESIGHT PERFORMANCE FITTING software and select the type of profile you would like to use. Select **NEXT.** To use your existing MY PERFORMANCE profile, select **ADD PROFILE**.





The main fitting screen contains four areas of interest:

1. QUICK REFERENCE PANEL
2. GAME OPTIONS bar (Left Side)
3. GAME VIEW bar (Right Side)
4. STATUS PANEL

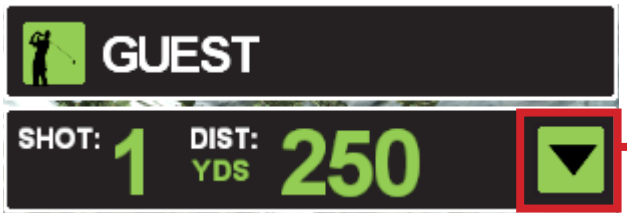


FSX FIT - QUICK REFERENCE PANEL

QUICK REFERENCE PANEL

This panel contains the following items:

USER PROFILE
SHOT COUNTER
DISTANCE TO THE TEE



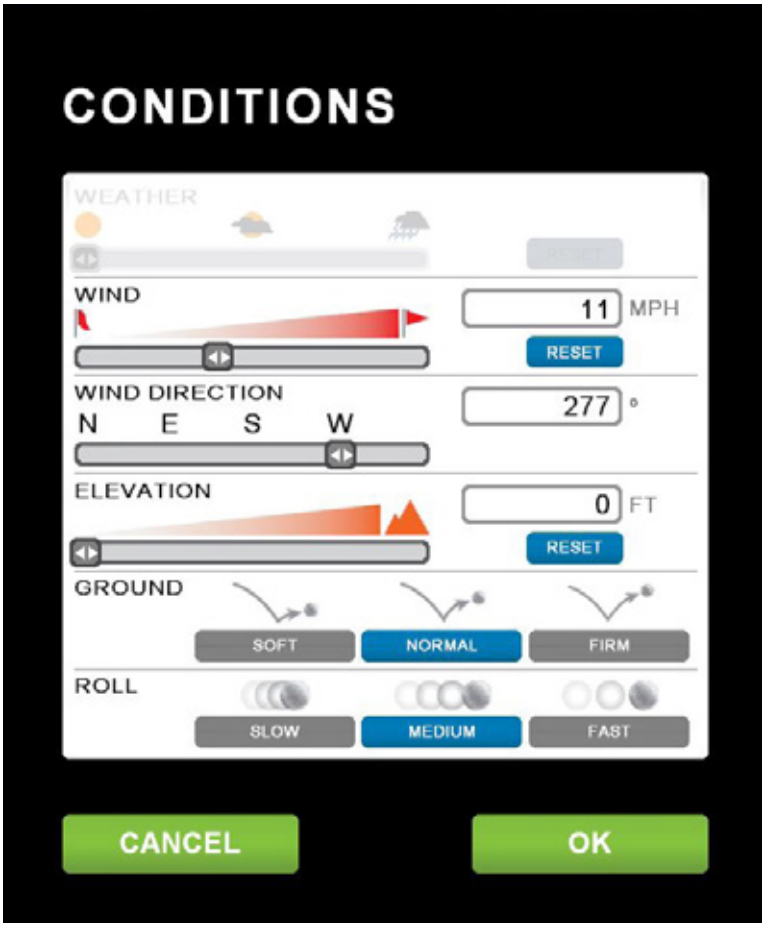
DISTANCE TO THE TEE:

Access this screen by clicking on the dropdown arrow near the distance on the Quick Reference Panel. There are multiple distance options available. The tee will move in the simulated world to match the distance you select.

FSX FIT - CONDITIONS

CONDITIONS:

CONDITIONS can be accessed from the GAME OPTIONS tool bar.



ELEVATION METER – access by clicking on the ELEVATION image. Use the sliding meter to adjust elevation in the simulated world, from 0-10,000 feet.

WIND OPTIONS – wind speed can be changed with the slider.

WIND DIRECTION – Wind direction (where the wind is coming from) can be adjusted with the corresponding slider in the conditions box. The sliding scale will range from north (zero degrees) to west (two hundred seventy-seven degrees).

GROUND- can be set to soft, normal, firm.

ROLL - ball roll can be set to slow, normal, or fast.

To save click **OK**.

FSX FIT - SETTINGS

LANGUAGE:

There are multiple language options that will work with the FSX Software. Please contact your sales representative for information regarding the languages that are available to you.

SCREEN:

Windowed - Allows you to use other programs on your computer while the software is running.
Full Screen - Fills your screen and locks it so that the software is the only application accessible.
Adapter - Offers a selection of all available video adapters on your computer. We recommend that you run all FSX software using the best video card option available.

Note: Do not run the software using an integrated option as these video cards do not meet the minimum requirements of the FSX software

Output - Offers you a list of all available display outputs. The video outputs are specified based on your windows screen resolution settings. To determine your desktop resolution, click on your computer desktop PRIOR to running the FSX software and select Screen Resolution.
Size - Allows you to select the screen resolution of the software display. Be sure to match this resolution to your desktop resolution.

MISCELLANEOUS

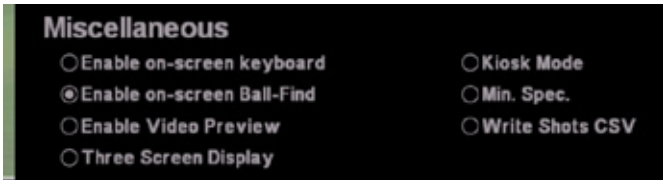
Enable On-Screen Keyboard - enables or disables the virtual keyboard in the software. Select this option if operating with a touch screen monitor.

FSX FIT - SETTINGS (CONTINUED)

Enable On-Screen Ball-Find - Enables or disables ball find assistant in software.

KIOSK MODE: FSX FIT

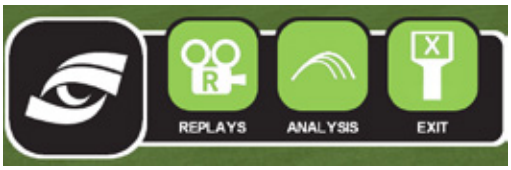
To activate, go to the settings window, select **KIOSK MODE** from the bottom right of the window and then hit the **OK** button.



KIOSK MODE will increase the size of the onscreen buttons as well as limit user options for a more streamlined experience. The user will be locked in KIOSK MODE.

The new KIOSK GAME OPTIONS MENU includes:

REPLAYS / ANALYSIS / EXIT

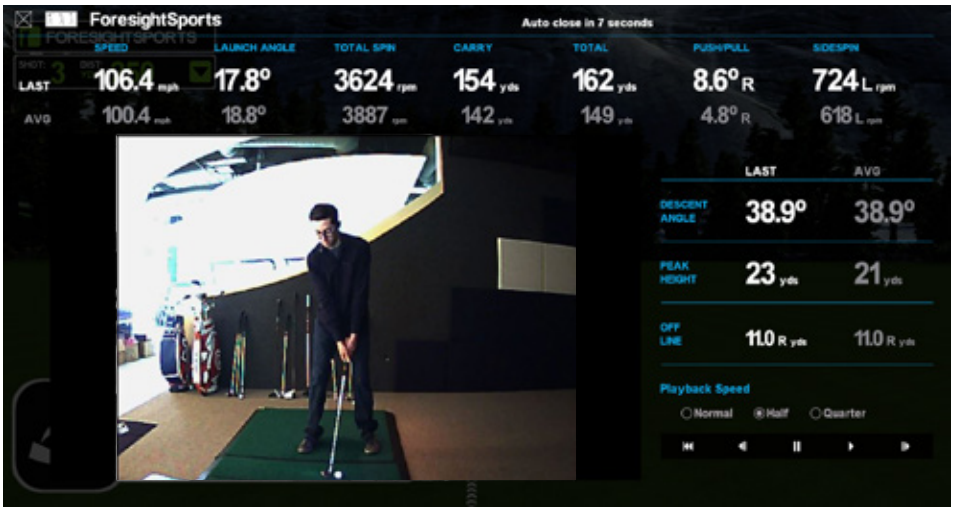


KIOSK REPLAYS offer the same functionality as in normal fitting mode.

The **KIOSK ANALYSIS** window will include:

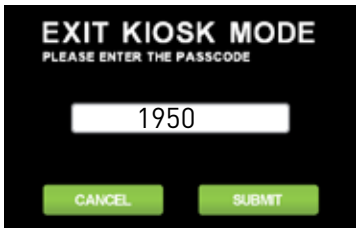
1. Ball Speed
2. Launch Angle
3. Total Spin
4. Carry Distance
5. Total Distance
6. Push/Pull
7. Side Spin of the Ball
8. Descent Angle of the Ball
9. Peak Height of the Ball
10. Off line

Also included is the VIDEO ANALYSIS (optional) if the camera is connected.



This screen includes quick reference information. If the user has logged in with their MY PERFORMANCE username, all available data will be communicated online for reference at a later time.

To EXIT KIOSK MODE, select the **EXIT** button on the KIOSK GAME OPTIONS menu. Then, enter the EXIT KIOSK MODE password: 1950. This password cannot be changed.



FSX FIT - SETTINGS (CONTINUED)

-Enable video preview: Adds a video preview window onto the screen. Hitting the "x" in the corner will turn off the preview window on the screen and in your game settings.

-Three Screen Display: Adjusts the size and orientation of the screen to work with a curved screen environment

-Min Spec: Adjust the graphic properties for increased software performance on lower-grade machines

-Write Shots SCV: Allows software to update shots.csv and lastshot.csv files

FSX FIT - SETTINGS (CONTINUED)

AFTER SHOT

• Zoom to Overhead View After Shot: Provides a graphic measurement of the shot including Carry Distance, Total Distance, Offline Measurements, as well as a graphic illustration of the ball flight.

• Show Reports After Shot: Set how long the Flight Screen, Club Screen, and Table Screen will be visible before disappearing after the ball is struck. To quickly access the data analysis screen, hit the "i" key on your keyboard.

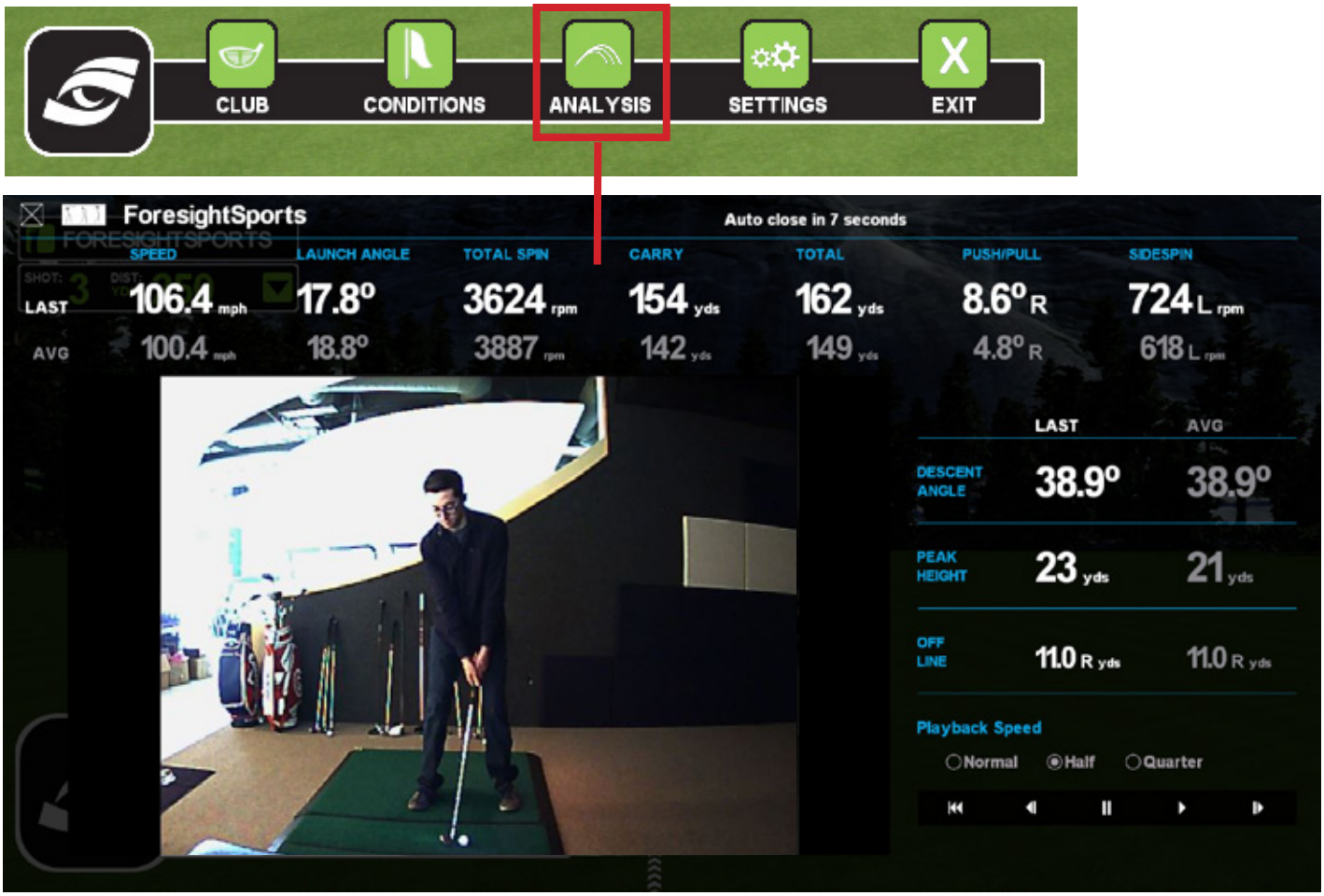
UNITS OF MEASURE

Each field representing **speed** can be customized to report in Miles Per Hour (MPH), Kilometers Per Hour (KPH), or Meters Per Second (M/S).

Each field representing **distance** can be customized to report in Yards (YDS), Meters (M), or Feet (FT).

Each field representing **rate** can report in Degrees Per Second (DPS) or Revolutions Per Minute (RPM).

FSX FIT - ANALYSIS



ANALYSIS:

There are multiple reports and features found in this area, including:

VIDEO SWING ANALYSIS
BALL DATA
CLUB DATA
DATA TABLE
COMPARE
EXPORT REPORTS

To discover additional options, go to ANALYSIS OPTIONS in this guide. This page will help you understand in greater detail how to use the FSX software for fitting.

FSX FIT - VIEW OPTIONS MENU

REPLAY:

To view a replay, select the **REPLAY** button, and choose from the following options:

EXIT - Return to hitting screen
SELECT SHOT- Select which shot to display
PREVIOUS SHOT- View replay of most recent shot
PAUSE - Pause current replay
PLAY - Play current replay
NEXT SHOT - View replay of next shot
VIEW - Adjust camera view to desired preference

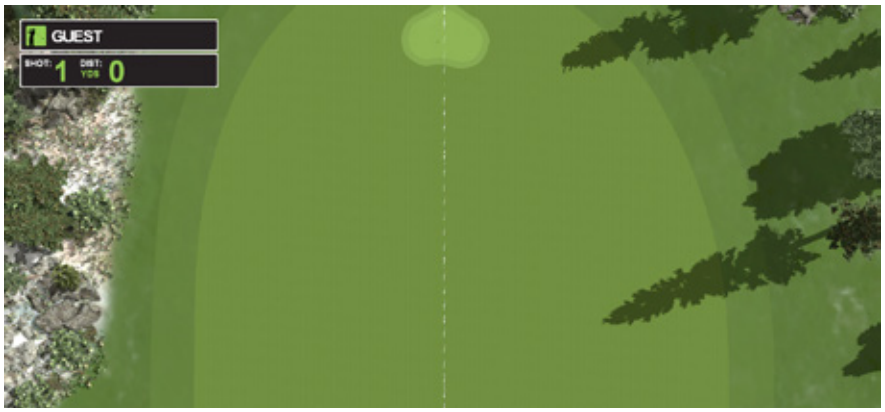
FSX FIT - VIEW OPTIONS MENU (CONTINUED)

FLAG

Select the **FLAG** button to zoom the camera in on the flag

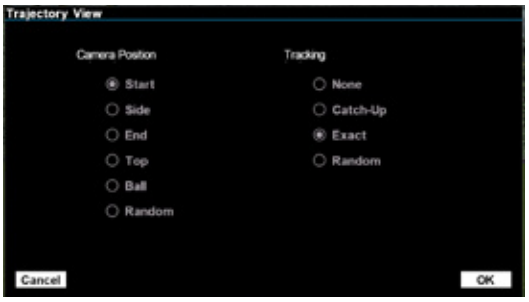
BIRDSEYE

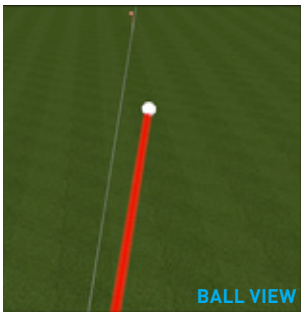
Select the **BIRDSEYE** button to temporarily move the camera to an overhead view of the entire hole.

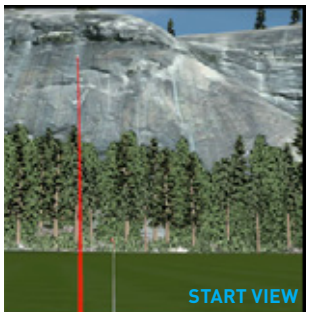


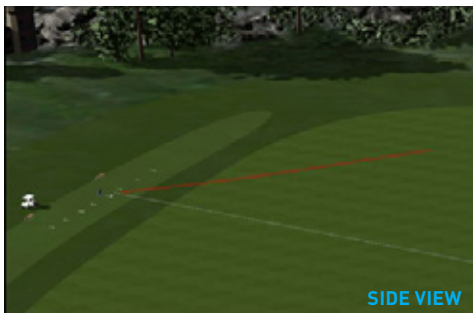
VIEW

Click on **VIEW** from the game view toolbar to access the view screen

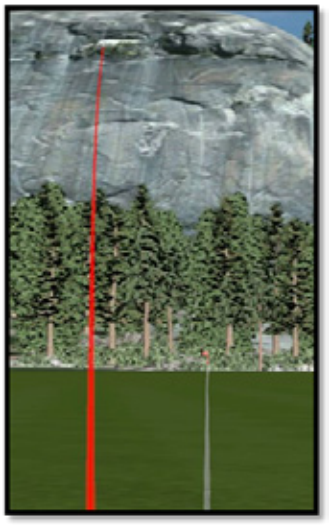








FSX FIT - VIEW OPTIONS MENU (CONTINUED)



TRACKING

Indicates how the camera reacts during ball flight.

1. None: Locks the camera view in place.
2. Catch-Up: Adjusts as if the player's view moved up and down as the ball rises and drops.
3. Exact: Follows the ball along flight path.

STATUS PANEL

Includes all data in regards to the hole

Wind: wind speed and direction for the current hole

Elevation: elevation in relation to the pin on the current hole

Distance: distance to the pin on the current hold

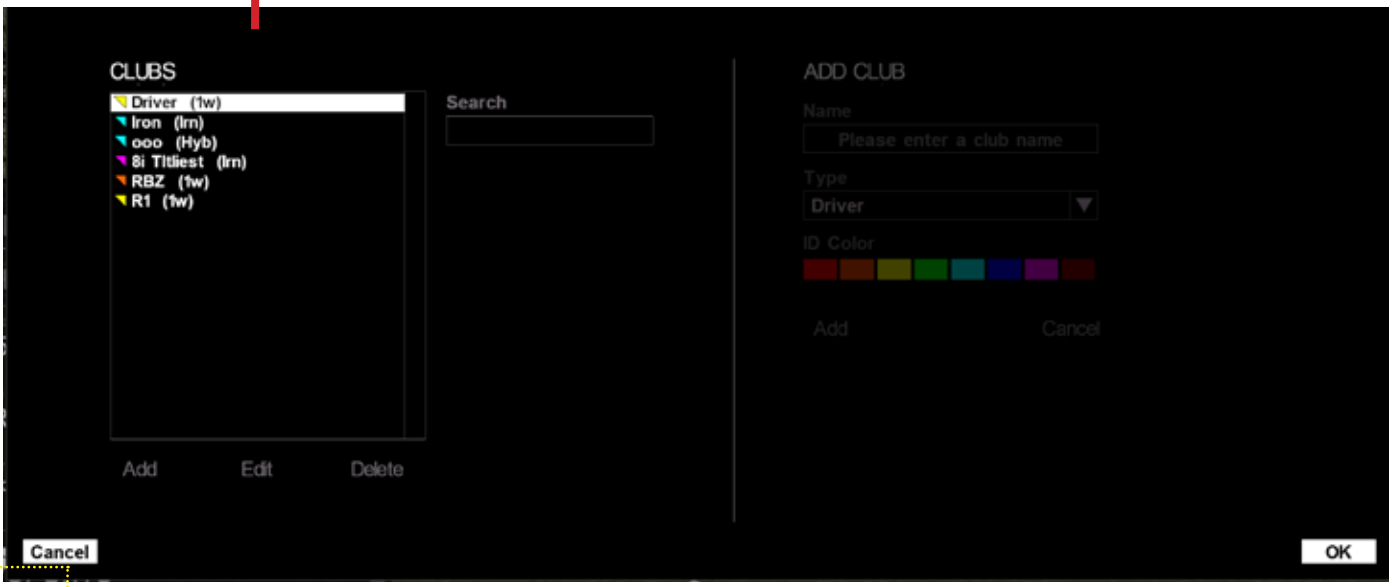
Club: see page 26-27

FSX FIT - GAME OPTIONS BAR

CLUB:

CLUB: To access this screen, select **CLUB**. To add a new club, edit club preferences, or delete an existing club, select **EDIT**.

1. Add - adds a club
2. Edit - edits the preferences for an existing club
3. Delete - deletes an existing club



FSX FIT - ADDING/EDITING/DELETING A CLUB

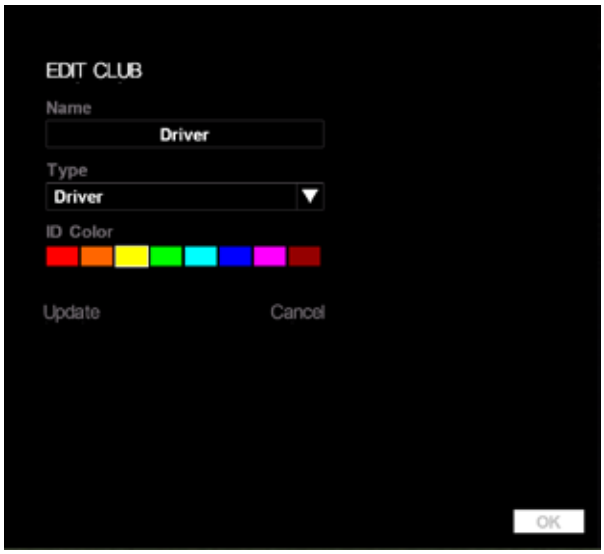
To ADD A CLUB, select the **ADD** option. Then,

1. Name the club

2. Select the club type you'd like to add from the drop down menu:
   Driver / Iron / Hybrid / Wedge / Fairway

3. Select an ID color

Select **ADD** to complete the club. This will add it to your CLUBS LIST.



EDIT A CLUB

You can edit the name of a club, the type of club, as well as the ID color. Select **UPDATE** to save your edits. The edited club will appear in your CLUBS list.

DELETE A CLUB

To delete a club, select **DELETE**. When prompted, select **NO** to cancel, or select **YES** to delete the club from your CLUBS list.

FSX COMPETE - GETTING STARTED

FSX COMPETE

SETTING UP YOUR SOFTWARE:

To adjust your software settings, note the icons at the top of the main menu.

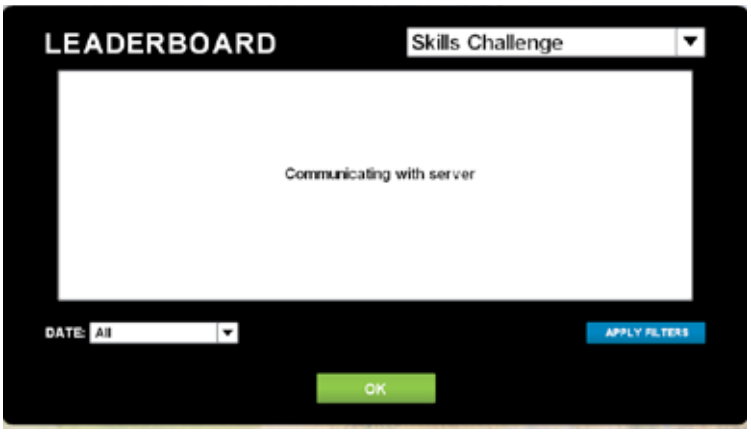
Exit:

LeaderBoard:
Game Settings:

The **EXIT** button will prompt a confirmation window.

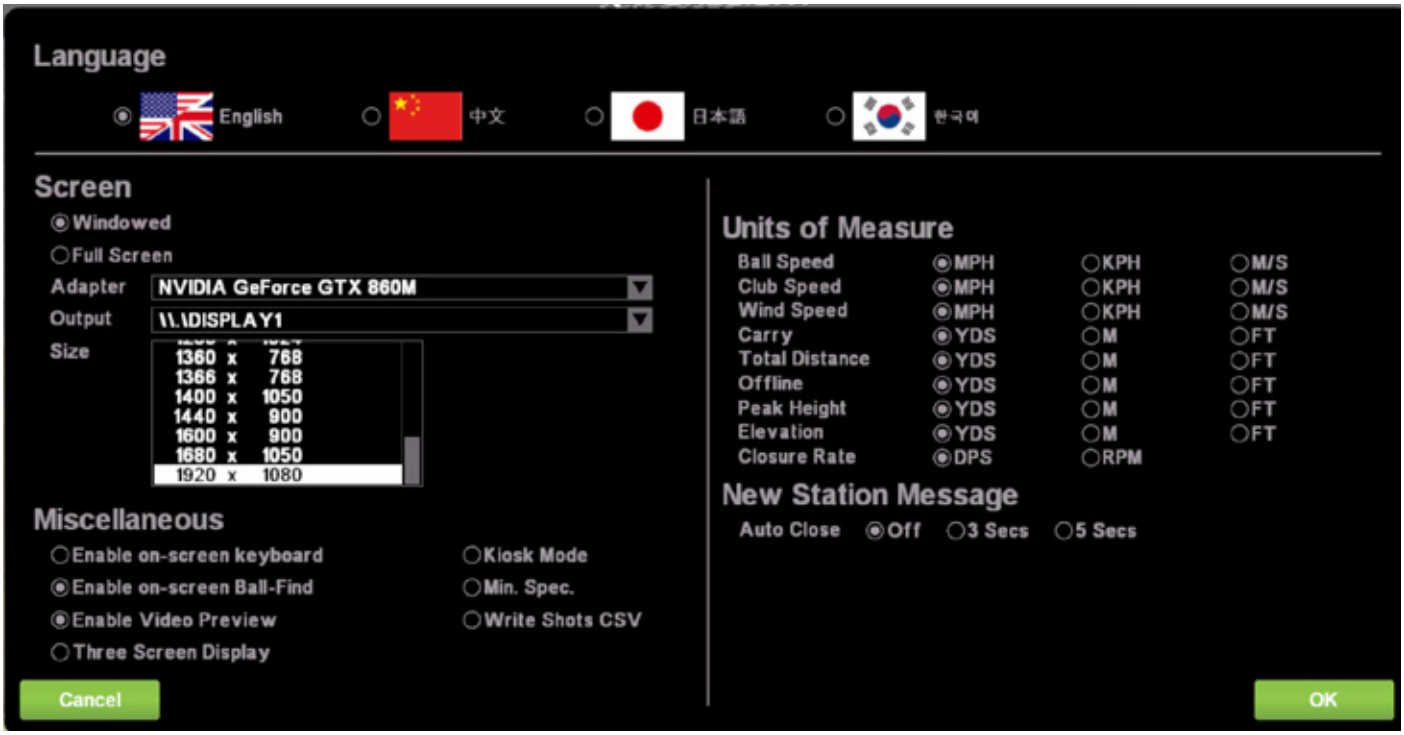
The **LEADERBOARD** button offers live leaderboards for a chosen competition:

This window allows you to select the challenge you wish to view, and apply filters to display only specific data



FSX COMPETE - GETTING STARTED

The **SETTINGS** button provides the following options:



LANGUAGE: REFERENCE FSX FIT-SETTINGS

SCREEN: REFERENCE FSX FIT-SETTINGS

MISCELLANEOUS: REFERENCE FSX FIT-SETTINGS

UNITS OF MEASURE: REFERENCE FSX FIT-SETTINGS

NEW STATION MESSAGE: This option enables the user to select the amount of time lapsed until window automatically closes when beginning a new station.

Off - window will remain open until manually closed
3 Sec - window will remain open for three seconds before automatically closing
5 Sec - window will remain open for five seconds before automatically closing

Hit **OK** to save your changes, or hit **CANCEL** to close the settings window without saving.

FSX COMPETE - GETTING STARTED

When first using the Challenge software it is recommend users begin by creating a MY PERFORMANCE profile. This will allow access to online competitions, leaderboards, and personal statistics.

The main menu includes four options:

SKILLS CHALLENGE
CLOSEST TO THE PIN
LONGEST DRIVE
LOCAL CONTEST

ON SCREEN TOOLS:

Once you have selected a competition, navigate the on-screen toolbars at the bottom right and left of the screen. Click on a large icon to expand or retract the tool bar.

GAME OPTIONS MENU

LEADERBOARD - Access in-game, live leaderboards

CONDITIONS - Reference FSX FIT- Settings

ANALYSIS - Access Video, Club, and Ball analysis screens

SETTINGS - Access Game Settings screen

GAME VIEW MENU

FLYBY - Prompt a flyby in the software

REPLAYS - Access replay of most recent shot

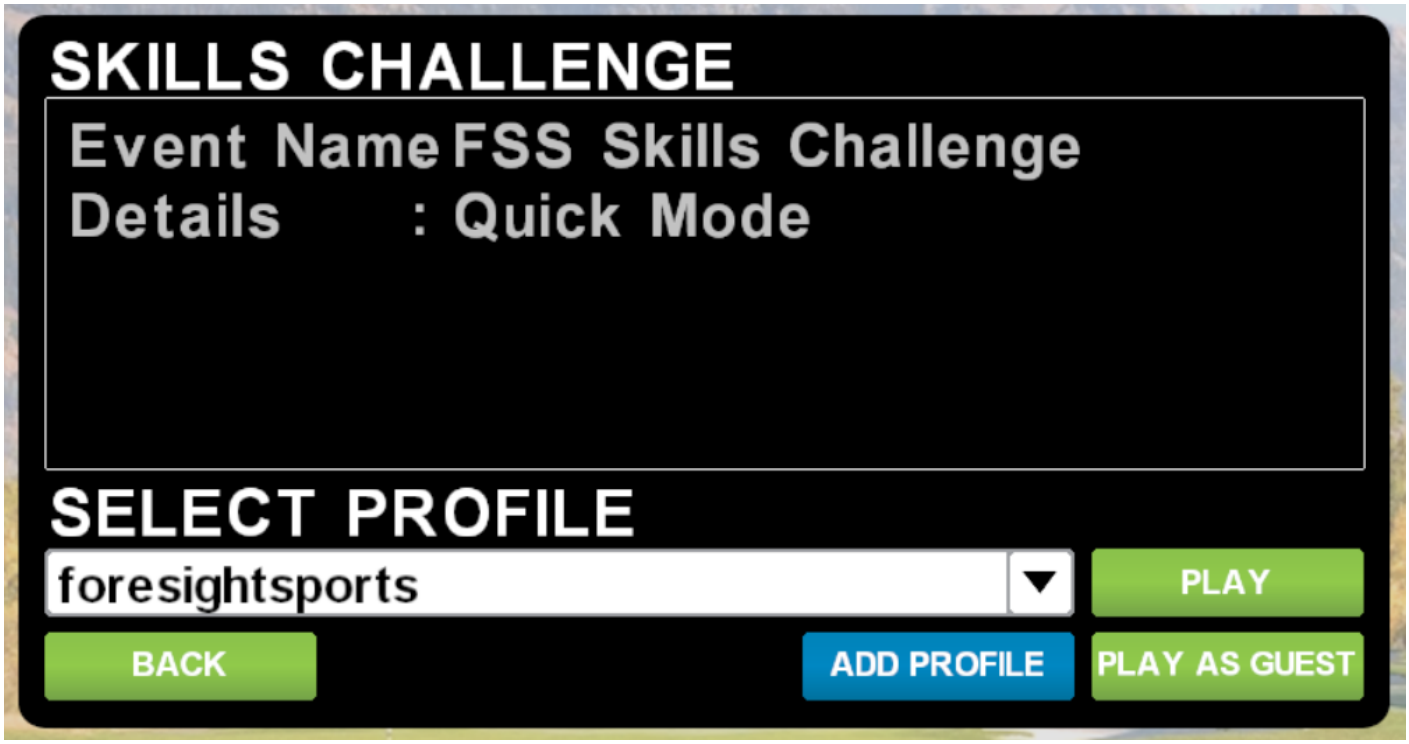
FLAG - Prompt software to display location of the flag

BIRDSEYE - Prompt software to move to an overhead view temporarily

VIEW - View OPTIONS window to adjust camera-view and ball-tracking options

FSX COMPETE - SKILLS CHALLENGE

Select **SKILLS CHALLENGE** from the main menu and choose the type of profile you would like to use. Click **NEXT**.



Login to Skills Challenge

This screen will display the event name and details regarding the specific event.

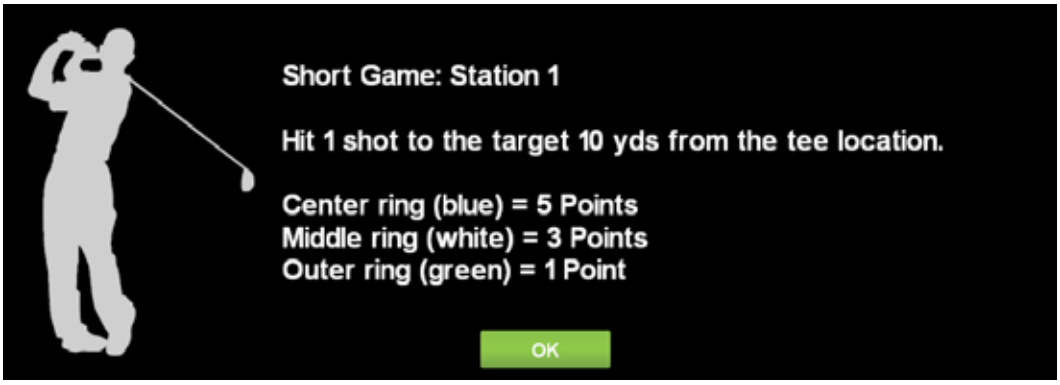
Options to Login:

Select Profile – select previously-saved profiles
Add Profile – create a new profile, or add an existing profile to the software
Play as a Guest – play anonymously, without creating a profile
Play – play through with the currently-listed profile

FSX COMPETE - SKILLS CHALLENGE

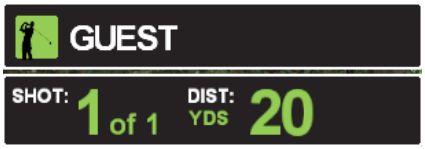
OBJECTIVE: Compete against others to reach various distances and fine tune your skills.

Each station will begin with a short challenge description and a brief breakdown explaining how the shot will be scored.



When you are ready to proceed, select **OK**, or wait for the window to close (if you selected use of the auto-close setting).

A snapshot of this information is available in the upper left corner of the screen, including Player name, Shot Count, and Distance to the tee.



The **SKILLS CHALLENGE** will include the following stations:

Short Game:

Station 1 - 10 yards from tee location
Station 2 - 20 yards from tee location
Station 3 - 30 yards from tee location
Station 4 - 60 yards from tee location

Full Shot:

Station 1 - 85 yards from tee location
Station 2 - 100 yards from tee location
Station 3 - 120 yards from tee location
Station 4 - 150 yards from tee location
Station 5 - 165 yards from tee location

Full Shot:

Station 6 - 180 yards from tee location
Station 7 - 205 yards from tee location
Station 8 - 225 yards from tee location
Station 9 - 250 yards from tee location
Station 10 - 250 yards to qualify - Offline

Scoring:

Each station is scored based on the distance from your ball to the tee.

Center Ring (Blue) is worth 5 points
Middle Ring (White) is worth 3 points
Outer Ring (Green) is worth 1 point

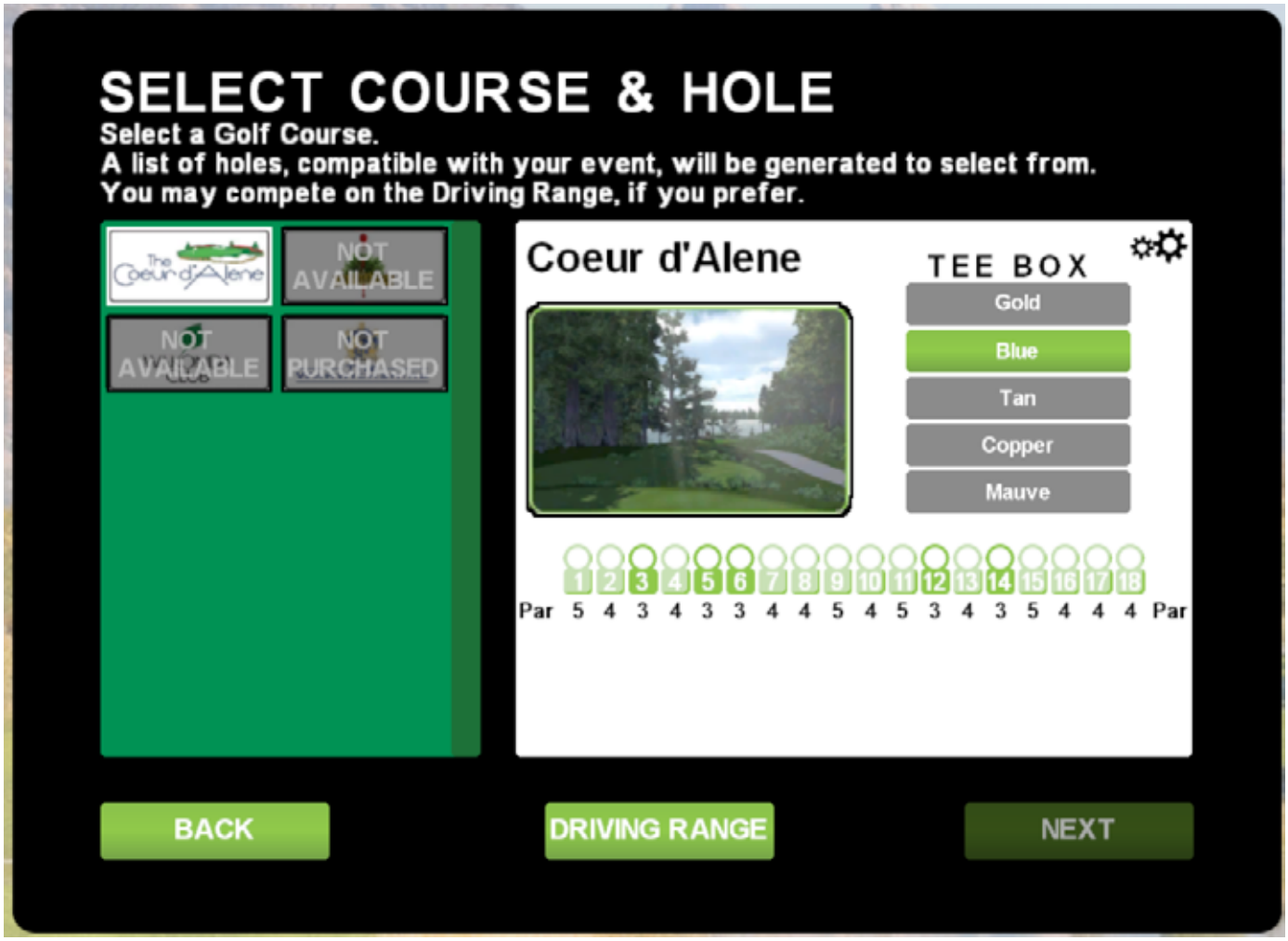
Any ball landing outside of these rings is worth no points.

The total score is displayed on the right side of the screen. This score updates as you progress through the challenge.

FSX COMPETE - CLOSEST TO THE PIN

Click **CLOSEST TO THE PIN** from the main menu and select the type of profile you would like to use. Click **NEXT**.

OBJECTIVE: Compete to get closest to the tee in a competition.



Select Course and Hole
To begin, select the course you wish to play from the left side of the screen, or select DRIVING RANGE from the bottom of the window.

You may select from the available holes on any given course. From there, select the tee box you wish to start from.

Select **NEXT** to proceed.

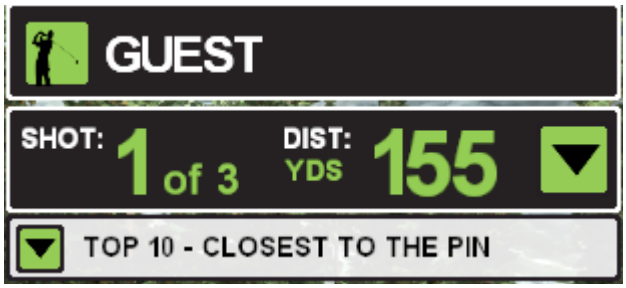
FSX COMPETE - CLOSEST TO THE PIN

On this screen, you will see the event name, as well as the competition details (i.e., course name, hold number, white tee will be used, number of attempts allowed).

You may log in to your profile or play as a guest.

Once the competition is active, the upper right corner display will include the current player, shot information, and distance to the tee.

There are two adjustable items in the closest to the pin competition.



DISTANCE can be adjusted by selecting the dropdown arrow next to the current distance in the upper-right corner.

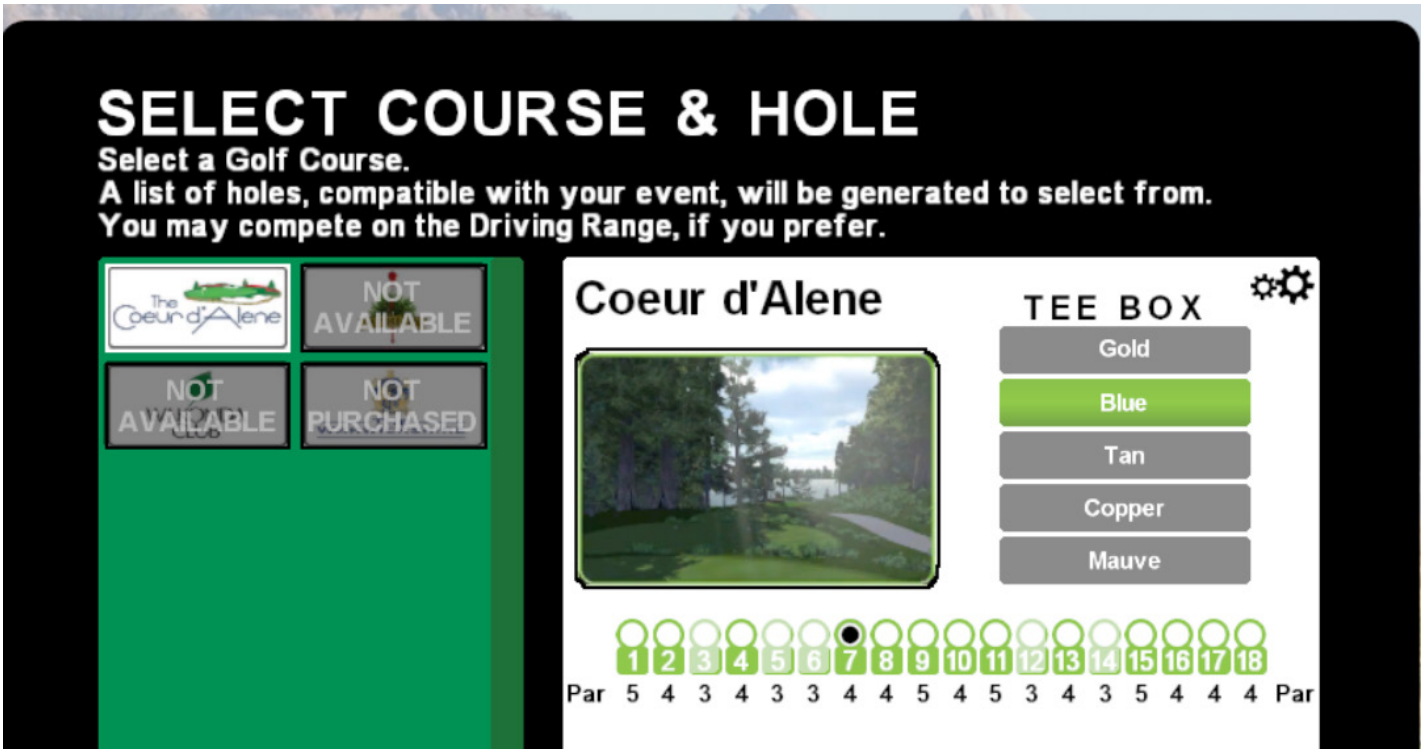
Options will vary based on the type of distance selected in the software settings.

To view the **LEADERBOARD** a particular competition, select the dropdown on the left side.

FSX COMPETE - LONGEST DRIVE

Click **LONGEST DRIVE** from the main menu and select the type of profile you would like to use.
Select **NEXT** to proceed.

OBJECTIVE: Compete to achieve the longest drive in a given competition.



Select Course and Hole
To begin, select the course you wish to play from the left side of the screen, or select "driving range" at the bottom of the window.

You may select from the available holes on any given course. From there, select the tee box you wish to start from.

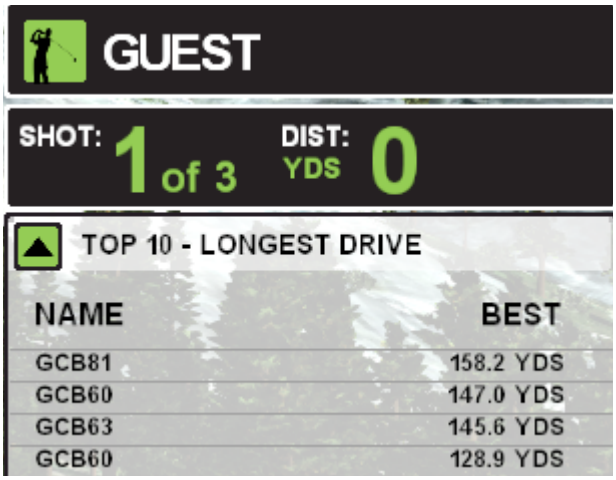
Select the **NEXT** button to proceed.

FSX COMPETE - LONGEST DRIVE

Once the competition is active, the upper-right corner display will include the current player, shot information and distance to the tee.

There are multiple competition options available to you.

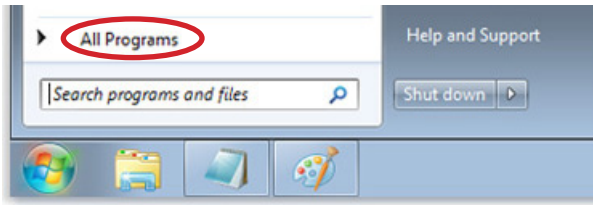
To view the LEADERBOARD for a particular competition, select the dropdown menu on the left side.



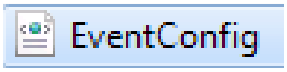
FSX COMPETE - CREATING / EDITING A CONTEST

For Windows 7 Operating Systems:

Open the Windows Start Menu and select **ALL PROGRAMS**:



Next, locate **Foresight FSX Experience Components Folder.**
The EventCOnfig file will be inside. Right click on the file name and select **EDIT**. If using touch screen, hold down on the file name.



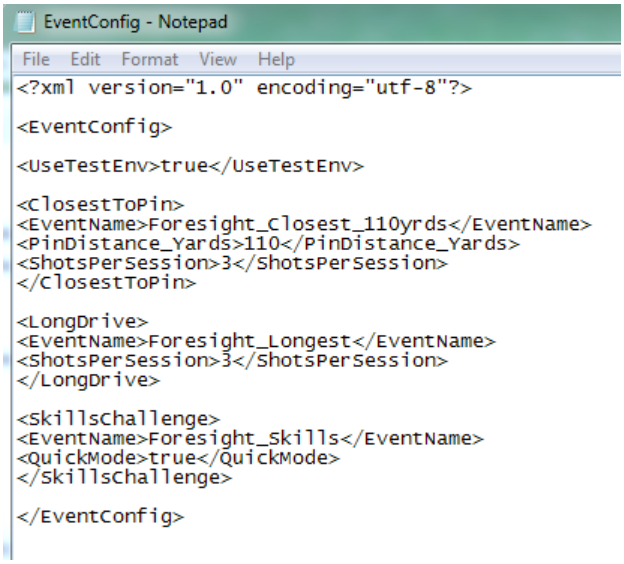
You now have access to edit each contest, including the **EVENT NAME.**

JOIN OR CREATE A CONTEST:

- To JOIN AN EXISTING CONTEST enter the name, matching each character identically.
- To CREATE A NEW CONTEST enter the title in EVENT NAME field for the desired category.

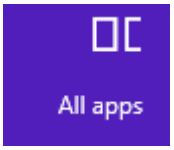
EDIT CONTEST SETTINGS:

- Change the PINDISTANCE_YARDS setting to edit the distance for Closest to the Pin contests
- Change the SHOTSPERSESSION to edit the number of shots given to each user in Longest Drive contests
- Change the QUICKMODE option to "true" or "false" to enable or disable "one shot per station" in the Skills Challenge



To SAVE, select **FILE** and then **SAVE** from the upper right corner of the window.

FSX COMPETE - CREATING / EDITING A CONTEST

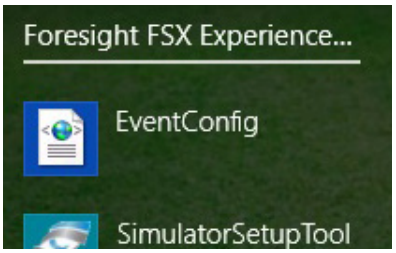


For Windows 8 Operating Systems:

Open the Windows Start Screen located on the bottom right of your desktop if using Win 8.1, or by using the pop-out screen on the right side for Win 8.

Then, hit the apps arrow on the bottom left of the screen for windows 8.1

You can also right-click (hold down for touch screen) to access the All Apps option in Windows 8



Next, locate **Foresight FSX Experience Components Folder.**
Right click on the file name (hold down if using touch screen)
and select OPEN FILE LOCATION.

Next, locate **EventConfig,** right click on the file, and select **EDIT**.

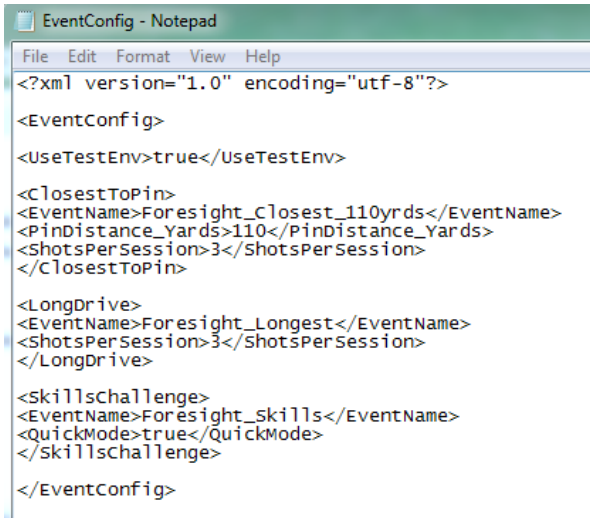
You now have access to edit each contest, including the EVENT NAME.

JOIN OR CREATE A CONTEST:

- To JOIN AN EXISTING CONTEST enter the name, matching each character identically.
- To CREATE A NEW CONTEST you may enter the title in EVENTNAME for the desired category.

EDIT CONTEST SETTINGS:

- Change the PINDISTANCE_YARDS setting to edit the distance for Closest to the Pin contests
- Change the SHOTSPERSESSION to change how many shots will be given to each user in Longest Drive contests
- Change the QUICKMODE option to true or false to enable and disable one shot per station in the Skills Challenge



To SAVE, select **FILE** and then **SAVE** from the upper right corner of the window.

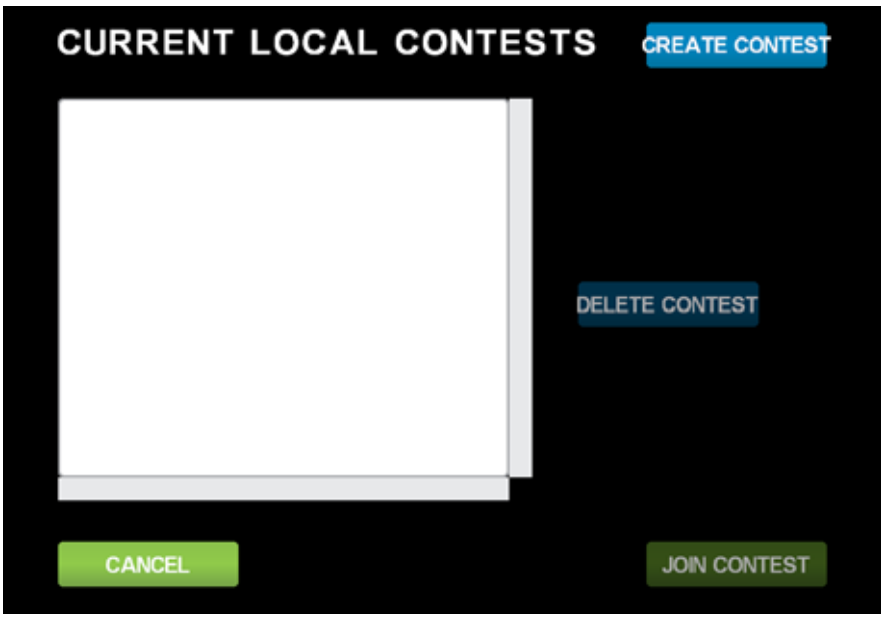
FSX COMPETE - CREATING A LOCAL CONTEST

If no local contests appear, you can create a contest. TO do so, select **CREATE CONTEST**.

OBJECTIVE: Compete against players on the same local network that you are using.

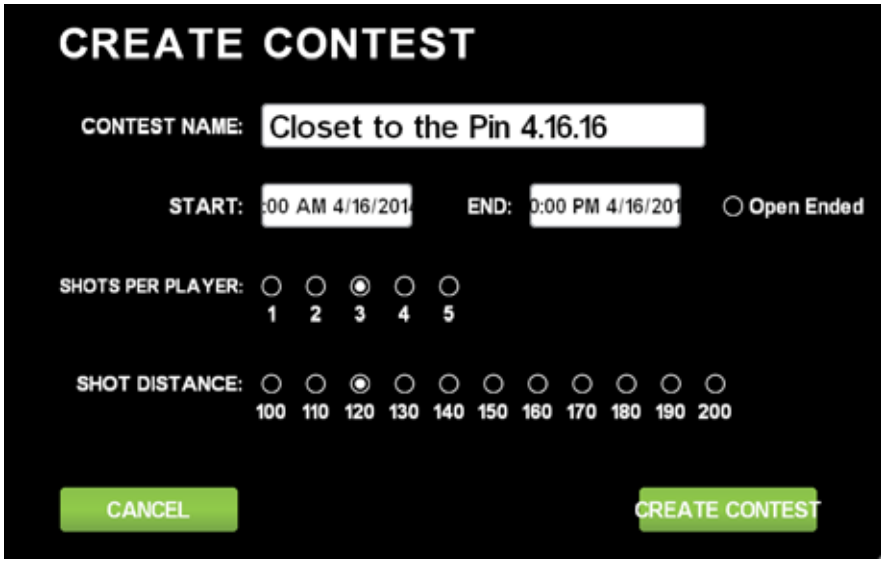
CURRENTLY ONLY FOR DRIVING RANGE COMPETITIONS, COURSES TO COME SOON!

A list of all current contests will appear on the right of the screen.



If no local contests appear, you must create a contest. To do so, select **CREATE CONTEST**

Creating a contest allows you to build a custom CLOSEST TO THE PIN contest. You can customer various aspects of the contest, including:



Contest Name

Start Time/End Time

*Leave the End Time Open Ended to allow the contest to run indefinitely.

Shots Per Player:
choose from 1 to 5 shots

Shot Distance:
choose from 100 to 200 yards

Once you have set all preferences for the contest, select **CREATE CONTEST** at the bottom of the screen.

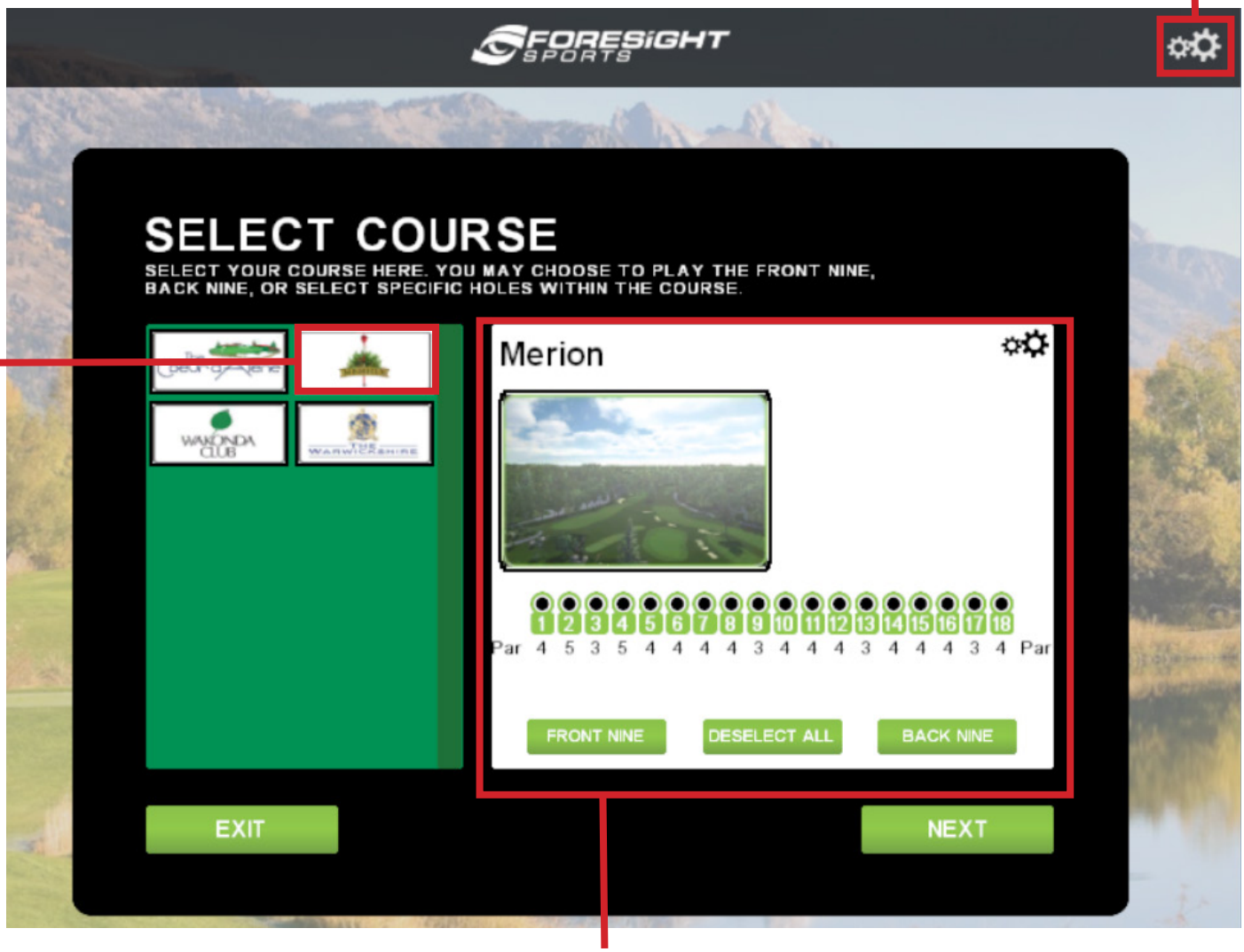
FSX PLAY - GETTING STARTED

Foresight Sports' **FSX Play** software allows you to play your favorite courses from around the world in the comfort and convenience of your own simulation studio, with new courses being released regularly.

Opening the Software:
To launch the FSX Play software, simply select the correct icon and double click:

Getting Started:
Once the software loads, you will be offered the following options:

1. Settings (upper right of the screen)



2. Course Selection, allows player to choose from the available courses purchased.

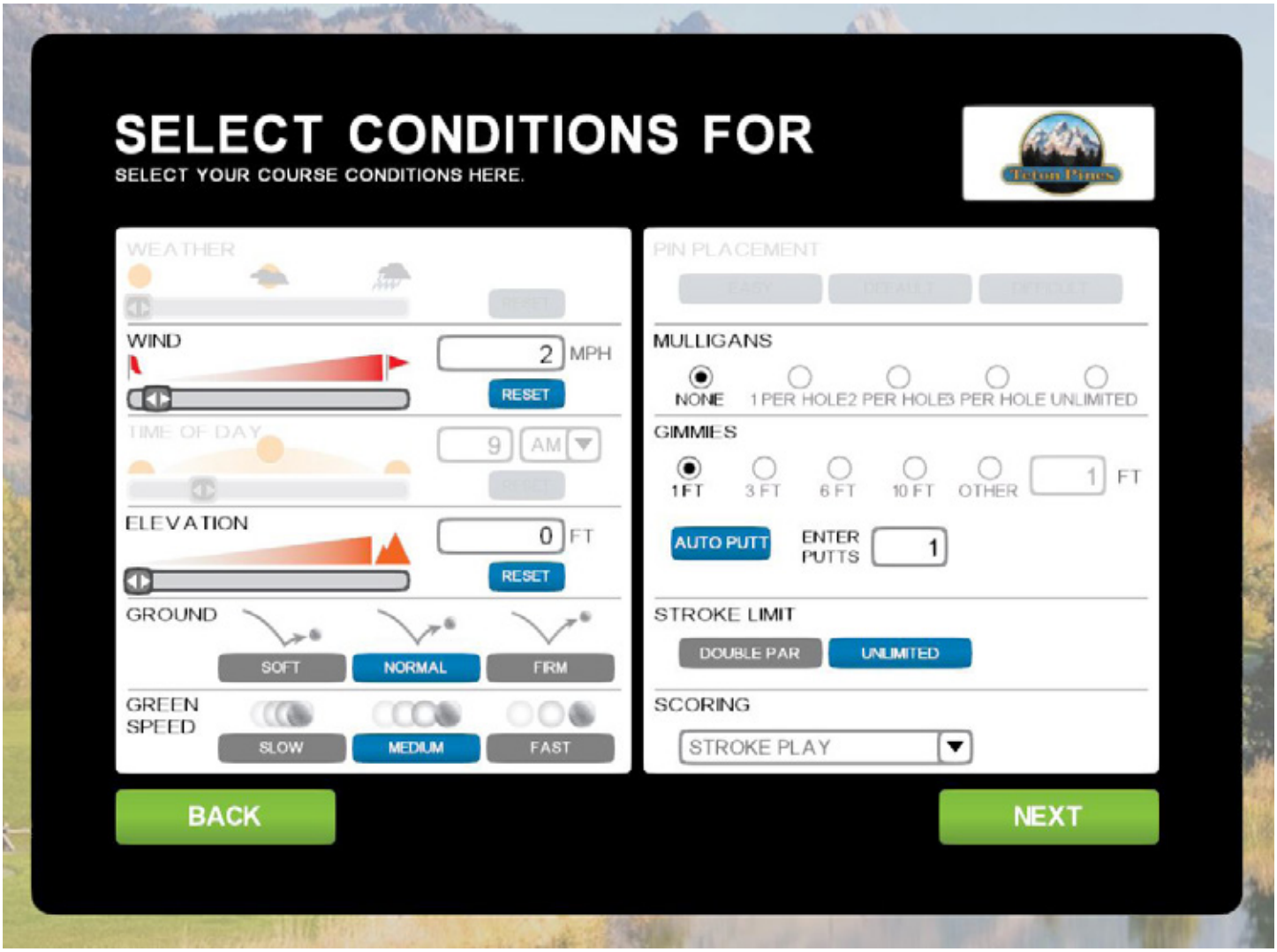
NOTE: To purchase more courses, please contact Foresight Sports.

3. Hole Selection, allows player to select:
   a. Front Nine
   b. Select All/ Deselect All
   c. Back Nine
   d. Individual holes, indicated by filled-in bullet

Once course and hole selections have been made, select the **NEXT** button at the bottom right of the window.

FSX PLAY - PLAY OPTIONS

4. Now, the PLAY OPTIONS window will appear.



The options available include:

a. Weather: Sunny / Cloudy / Storm
b. Wind: 0mph - 30mph
c. Time of Day: Sunrise - Sunset
d. Elevation: 0ft -10,000ft
e. Ground: Soft / Normal / Firm
f. Green Speed: Slow / Medium / Fast
g. Pin Placement: Easy / Default / Difficult
h. Mulligans: None / 1 Per Hole / 2 Per Hole / 3 Per Hole / Unlimited.
When Mulligans are selected, press **M** when prompted to retake your shot.
i. Gimmies: 1 Ft / 3 Ft / 6 Ft / 10 Ft / Other
j. Auto Putt: Enter number of putts
k. Stroke Limit: Double Par / Unlimited
l. Scoring: Stroke Play

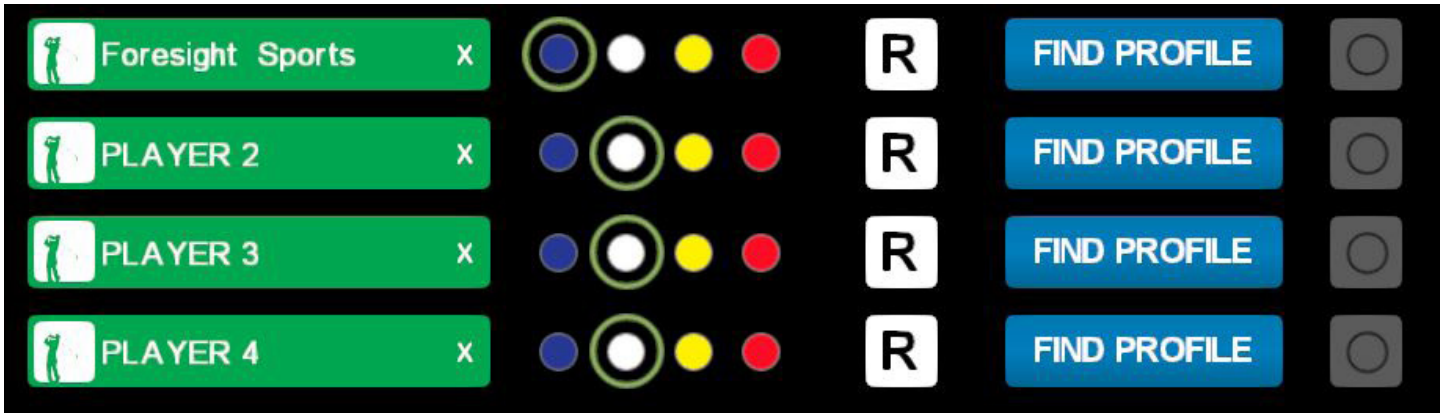
Select the **NEXT** button to proceed

FSX PLAY - PLAYERS WINDOW

5. Players Window

This window will allow you to select up to 4 players. To enter a player, select the blue **FIND PROFILE** button. This will allow players to login to their individual MY PERFORMANCE accounts.

Once the profile has been accessed, the player name will change to the individual's MY PERFORMANCE account name.



Available options include:

a. Player Name – edits name of each player
b. Tee Box – selects player starting point on tee
c. Hand – selects left- or right-handed
d. Profile – enables access to players' MY PERFORMANCE accounts
e. CPU Player: turns on automated computer opponent

Select **NEXT** to proceed.

FSX PLAY - PLAY SCREEN

Play Screen:
When the selected course has finished loading, the player will be positioned on the tee box of the first hole selected.

PLAY MODE screen information and options include:

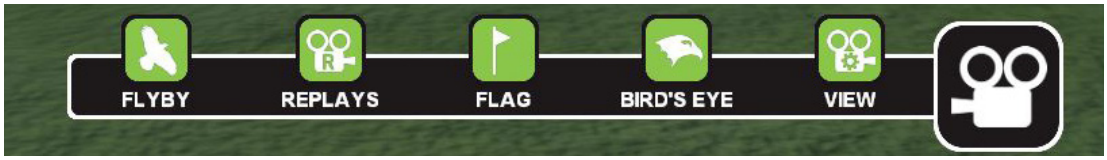
1. Player Information (upper left of the screen):

    a. Player Name (this option will be associated with player's MY PERFORMANCE account)
    b. Shot Number
    c. Distance to the hole
    d. Green Grid – allows you to turn the green grid on or off
    e. Green Grid Indicator- Pressing this button once will activate the green grid indicator balls at 65% brightness. Clicking on the green indicator button while holding down the CTRL button on your keyboard will adjust the brightness of the green grid indicators to 100% brightness. Doing this sequence again will revert the brightness back to 65%.
    f. Score Card - becomes available once player has taken the first shot for each hole

2. Hole Information (upper right of the screen):
    a. Hole Number
    b. Par
    c. Course Logo
    d. Wind Direction and Speed
    e. Elevation
    f. Distance to hole
    g. Clubs - reference FPF settings
    h. Mini Map - click to enlarge, double click to make half screen. Hit **X** button to minimize.

3. Mini Map Feature - allows you to view entire hole from above. When not in use, the map will be a small icon located under the Hole Information bar
    a. Enlarge map – double click the icon. To expand the map even further, select the double left arrows in the upper left corner
    b. Adjusting Aim: move the arrow over the map, and left-click the location you would like to aim towards

4. View Bar (lower right of the screen):
    a. Flyby - provides a flyby of the current hole
    b. Replays - replays the last shot
    c. Flag - zooms in on the flag location
    d. Birdseye - gives an overhead view of the hole, including location of player's ball
    e. View - allows for multiple ball cams



4. The Options Bar (lower left of the screen):

a. Skip Hole

i. If enabled in settings, allows player to skip current hole and go directly to the next one. When used, player receives score of double par for skipped hole

b. Skip Turn (only available with multiple players)

i. This function allows you to temporarily skip a player and thus move to the next player during course play at a particular hole. This option will only allow the other players to finish the current hole; moving on to the next hole will require all players to complete their turn.

c. Practice Mode

i. Entering Practice Mode: Press the "Practice" button, located on the option bar. The practice bar will open on the left side of the screen. It will appear closed until the first shot is taken

ii. Once you take your first shot, the ball flight will appear in the simulated world and the data will appear on the left side of the screen in the practice bar. The practice bar will automatically rotate between ball data and club data if you have are using HMT as well.

1. You can stop the automatic rotation of data by pressing the arrow beneath the practice title. Red indicates that automatic rotation is active; white indicates it is inactive.
2. To switch between ball and club data in the practice bar, press either of the two dots located at the bottom of the title bar.

iii. Navigating Practice Mode:TO end your practice session, press the "X" next to the practice title.

d. Analysis Window
    i. Includes the Video, Club, Ball, and Table Analysis windows (For more information about this feature, please see the "Data Analysis" section in this user manual)

e. Settings Window
    i. Languages
    ii. Screen:
        1. Windowed
        2. Full Screen
        3. Video Card Adapter
        4. Output: Allows you to select another display
        5. Size: Indicating resolution
    iii. Miscellaneous
        1. Enable on-screen keyboard
        2. Enable on-screen ball find
        3. Kiosk Mode (Password:1950)
        4. Enable Video Preview
        5. Three Screen Display
        6. Min Spec
        7. Write shots CSV

    iv. After Shot
        1. Zoom to overhead view: Allows player to see an overhead view before the next shot it taken.
    v. Units of Measure

f. Exit

FSX PLAY - PLAYING

Playing:
When a shot has been made, the ball flight will be depicted according to the camera angle selected. While in flight, the player's ball distance (relative to the player, not the hole) will be indicated in the distance window at the top left of the screen. Once the ball is on the green, the flag for the current hole will disappear (depending on distance), and then reappear for putting.

PLEASE NOTE: The BETA version of FSX Play will utilize a "gimme" feature within 6 inches by default. As the BETA progresses, more options for customization will be added.

For putting, the "G" key will activate the green grid to assist players with understanding and visualizing the lie.

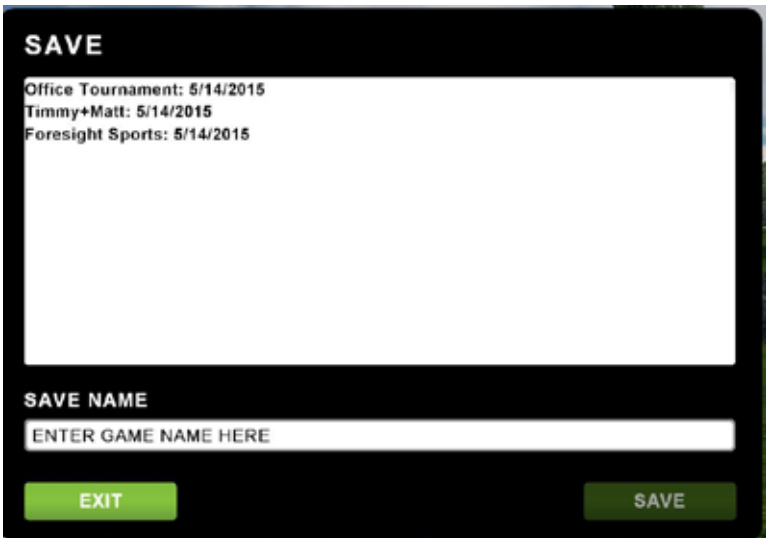
When a player is ready to quit, they may select **EXIT** from the OPTIONS BAR.

FSX PLAY - SAVE / RESUME GAME

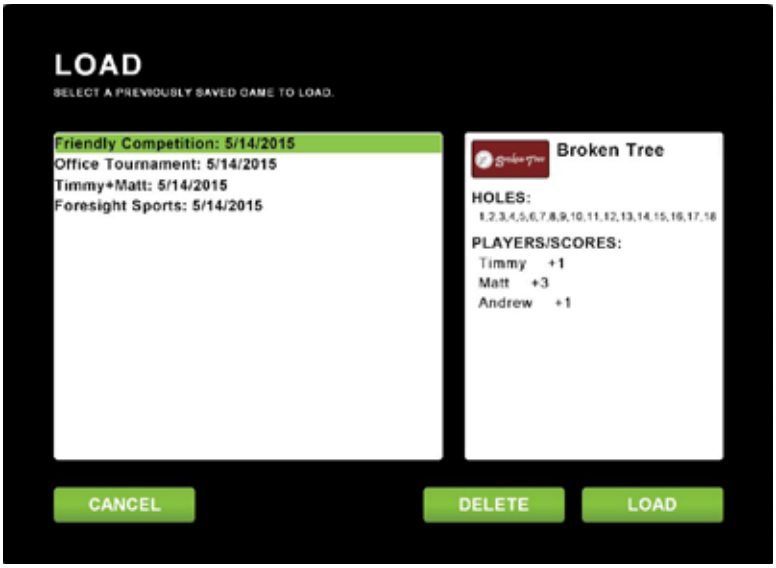
Save / Resume Game:
This function will be adjusted to add further features. Currently, you may save a game, then resume that game at a later time by following these steps:

1. When exiting a game, the SAVE game option will appear.

2. Enter the desired name for the game you are saving, then press **SAVE**.
    a. A saved game will record:
        i. Current course and hole
        ii. Date game was saved
        iii. Active players



3. To access the saved game and this information after exiting, select **RESUME GAME** when you return to the software to play. You can select to continue playing any previously-saved game.



4. Select, **LOAD** to resume your game.

FSX COMPETE - DATA ANALYSIS

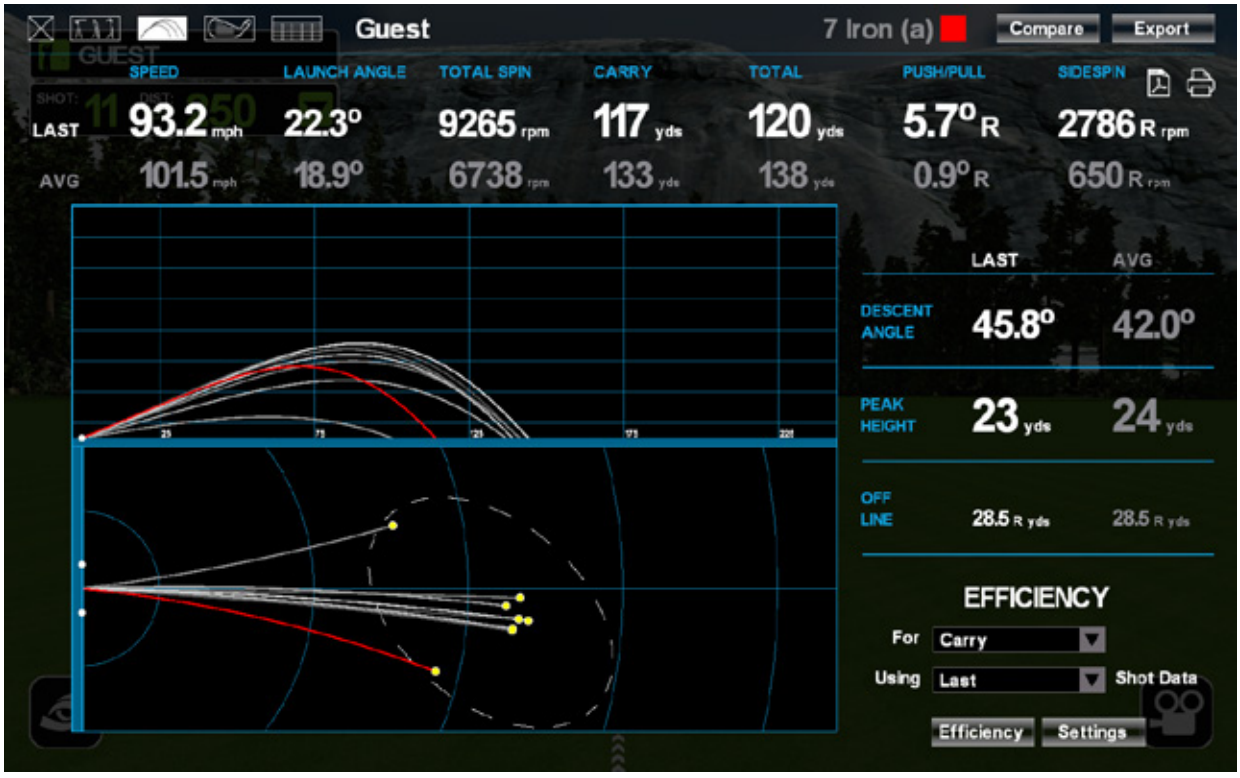
Now that you understand the basic operations of the software, you have the foundation to learn how to analyze the data. We will begin using the **FORESIGHT PERFORMANCE FITTING** software to optimize each session.

TO BEGIN:

Select a club to generate your first data set. For this example, lets create a new 7 iron. As you recall, go to the GAME OPTIONS toolbar located at the bottom left of your screen and select **CLUB**. If you need assistance, please refer to page 12.

1. Hit 5-10 shots with the GC2 to generate a data set.

Note: The software will automatically bring up the ANALYSIS screen after each shot is taken. This option can be adjusted in the settings if you do not wish to see the data after each shot.



2. Now, select a new club, and hit 5-10 good shots to generate a second data set.

a. You must select a different club in the software in order to accurately capture data. In the example below, you can see that we have labeled the new club "7 Iron (b)."

FSX COMPETE - DATA ANALYSIS

3. You may continue to create data sets to compile as many clubs as you wish. Once you are finished with this, you can remove any outliers (unwanted shots) using the following instructions.

DELETING/DISABLING OUTLIERS

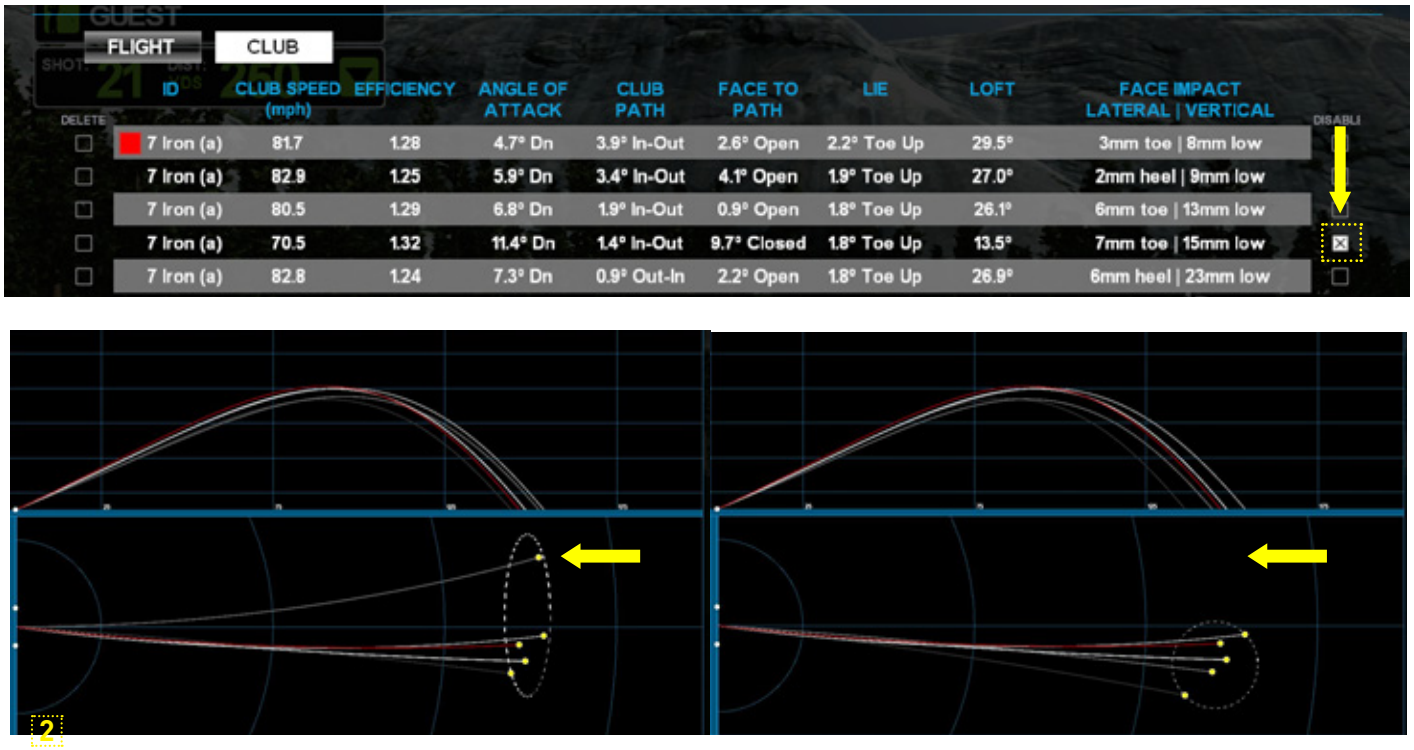
Select **ANALYSIS** from the GAME OPTIONS toolbar located at the bottom of your screen.

Then, select the data table from the upper left menu bar as shown below

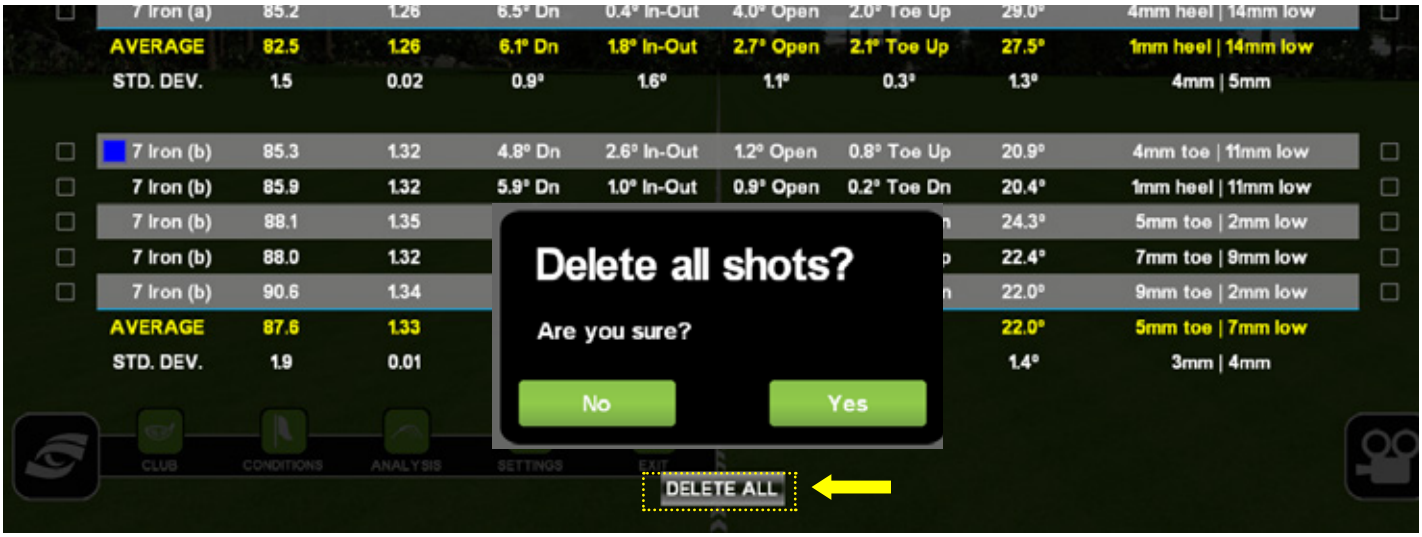
There are three options to remove the outliers:

1. **Delete:** This is a check box located to the left of each recorded shot. This option will remove the shot entirely from the data table, the shot average, and the graphic representation on the ball data screen. PLEASE NOTE: Deleting shots is irreversible once completed.

2. **Disable:** This is a check box located to the right of each recorded shot. Enabling this box will not remove the shot, but it will disable the shot data from being included in the average and graphic representation in the ball data screen.



3. **Delete All**: This option is located at the bottom center of the report. This will remove all recorded shot data from the table. PLEASE NOTE: Deleting shots is irreversible once completed.



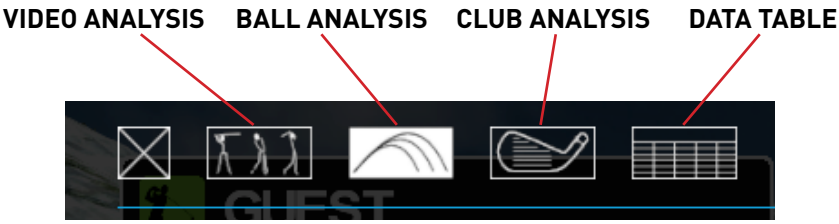
FSX COMPETE - REPORTS

Access REPORTS by clicking ANALYSIS in the GAME OPTIONS toolbar located at the bottom left of your screen.

REPORTS MENU:

This provides access to the REPORTS screen. The REPORTS MENU is available at the top of the screen.

There are 4 analysis screens available on the left side of the screen:



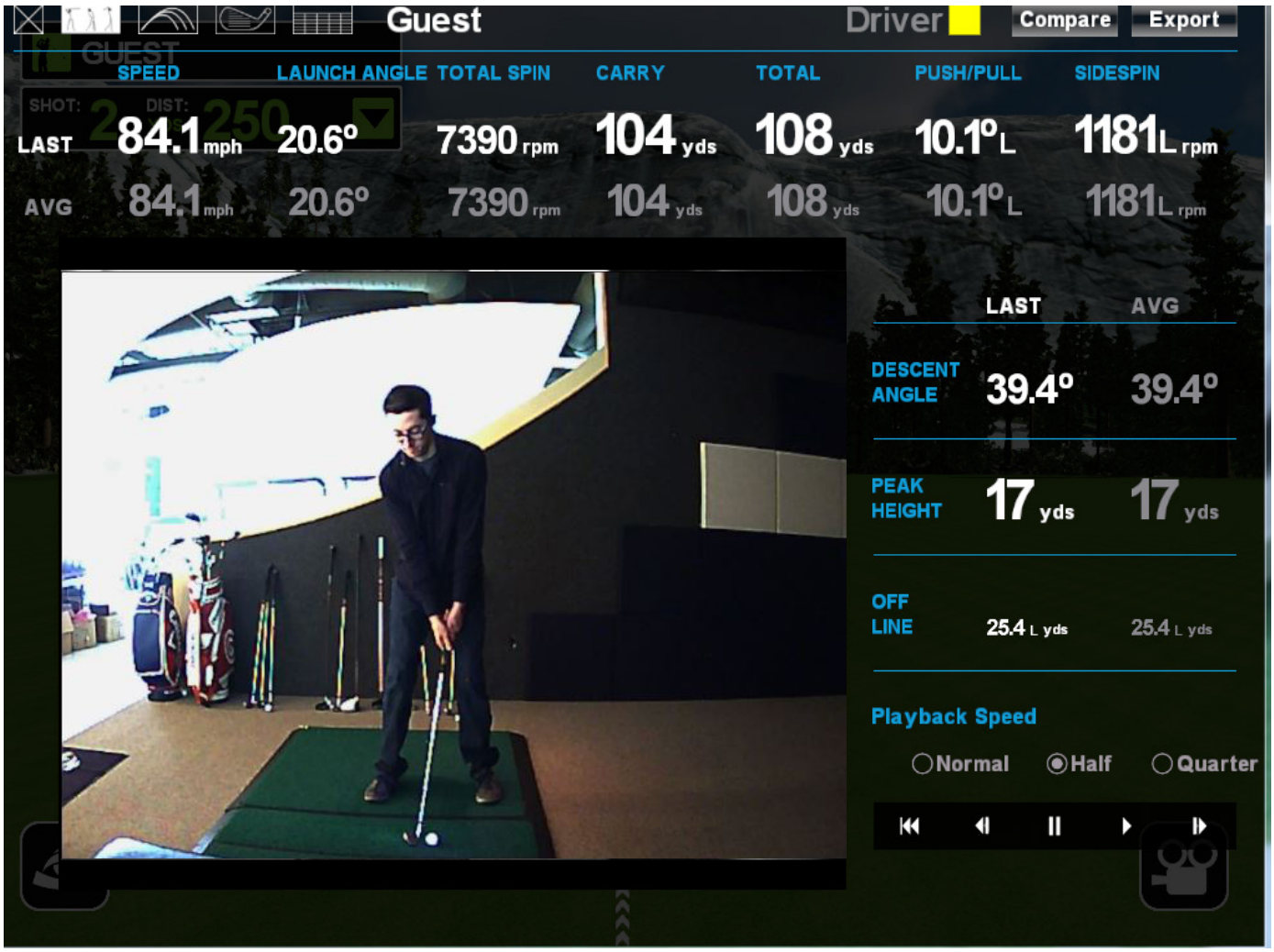
Click on the **X** to exit the reports screen and return to the range.

Also viewable in the Reports Menu:

FSX COMPETE - REPORTS

VIDEO ANALYSIS:
(THIS OPTION REQUIRES CONNECTION TO THE VIDEO ANALYSIS CAMERA - PURCHASED SEPARATELY)

This screen allows the user to review their swing at various replay speeds.

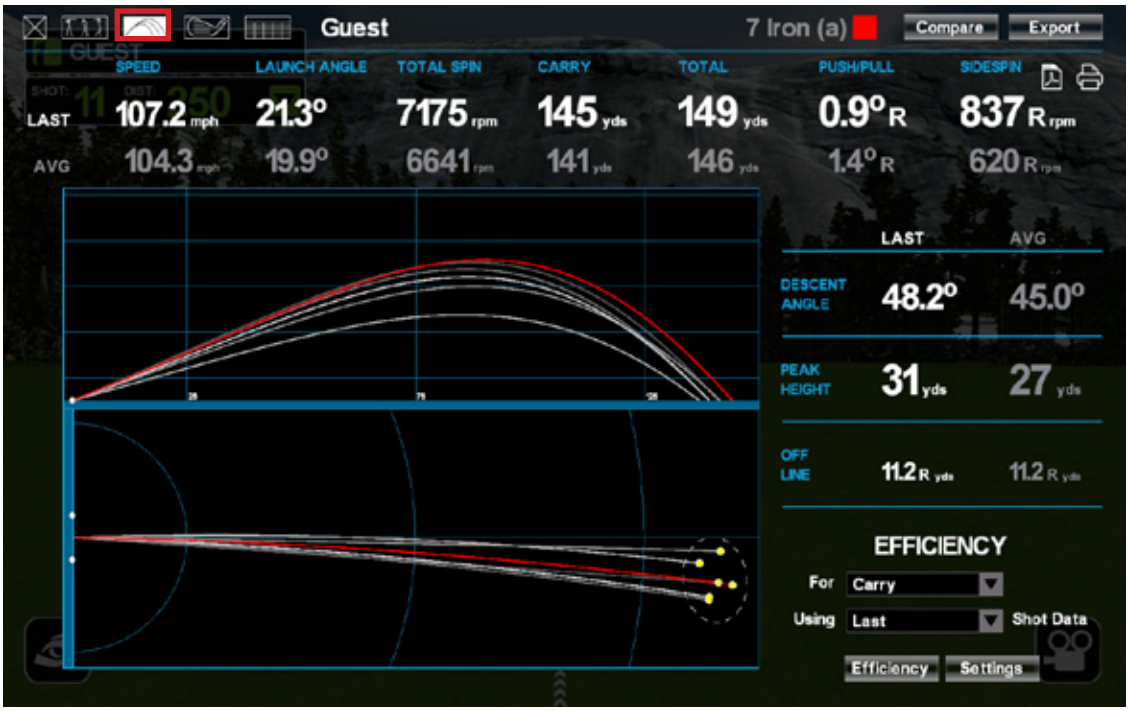


The speed of the camera is set by default to half speed. You may select one of three options:

NORMAL - Plays video at the same rate at which it was captured
HALF - Plays video at half the rate at which it was captured (50% speed)
QUARTER - Plays video at a quarter of the rate at which it was captured (25% speed)

FSX COMPETE - REPORTS

BALL ANALYSIS:



DATA ANALYSIS (BALL FLIGHT):

This report provides a comprehensive analysis of the ball's flight characteristics at launch, including:

1. Ball Speed
2. Launch Angle
3. Total Spin
4. Carry Distance
5. Total Distance
6. Push/Pull
7. Side spin
8. Descent Angle
9. Peak Height
10. Off Line

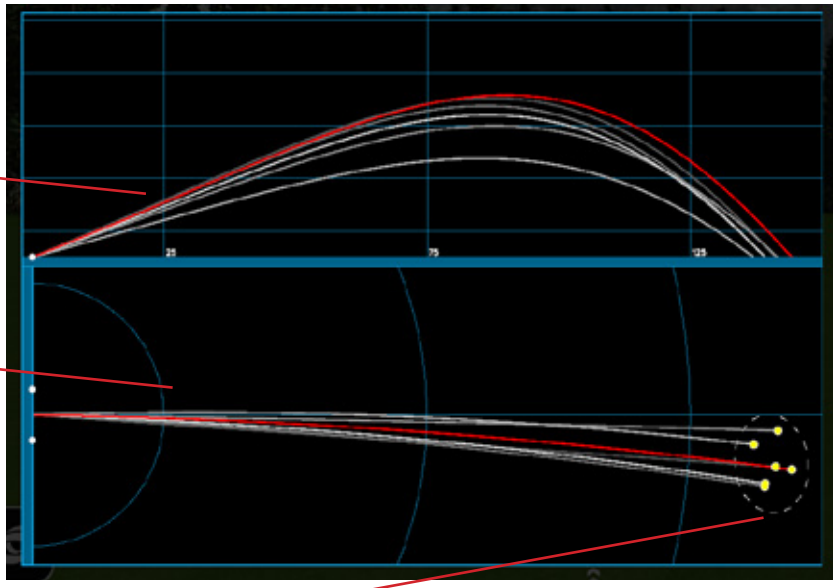
GRAPHIC ANALYSIS (BALL FLIGHT):

There are two graphic formats used to represent the ball data: SIDE VIEW and TOP VIEW.

SIDE VIEW: Graphic representation of the ball, including a representation for the distance, trajectory, descent angle, and peak height

Top View: Graphic representation of the ball from an overhead view, including distance and push/pull (offline)

Distance /Dispersion Ellipse: Measures the distance and dispersion based on the recorded shots



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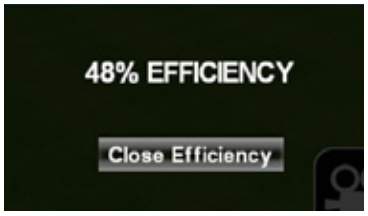
EFFICIENCY

This function is intended to be used to compare Drivers, 6 Irons and 7 Irons. This function will show the efficiency of your current shot as a percentage, relative to the established club data set. The efficiency can be established by setting min/max data ranges for launch angle and back spin.

There are two options for each drop down menu:

FOR – Carry and Total Distance (3)

USING - Last and Average (4)

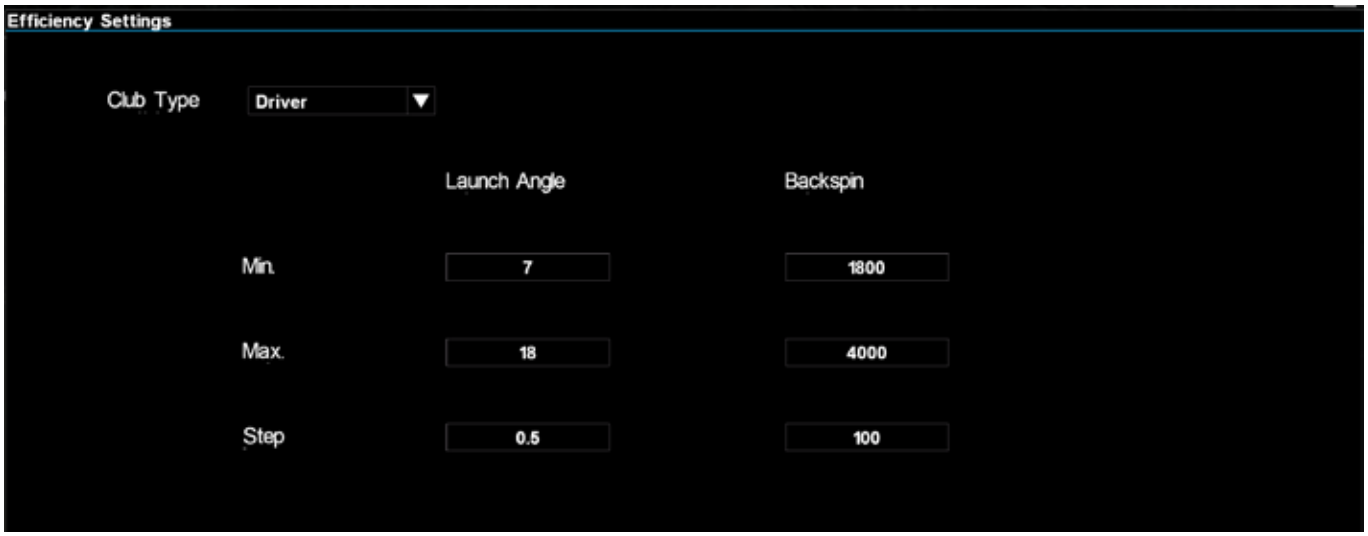


TO BEGIN:

The user will need to produce at least five good shots with a given club.

Select the settings option to adjust what type of club is being used.

Note: It is recommended to keep the default settings



For experienced fitters, Launch Angle and Back Spin may be custimized as well to adjust the efficiency.

Note: it is recommended to only adjust the **STEP** down to the tenth.

Now select Efficiency at the bottom of the screen.

This will produce your efficiency as a percentage. Instead of an average, your efficiency will now be shown for the given data fields.

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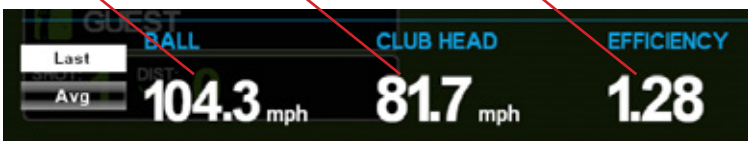
CLUB ANALYSIS

DATA CLUB READINGS

This report provides a number of readings. The top section of this report will provide:



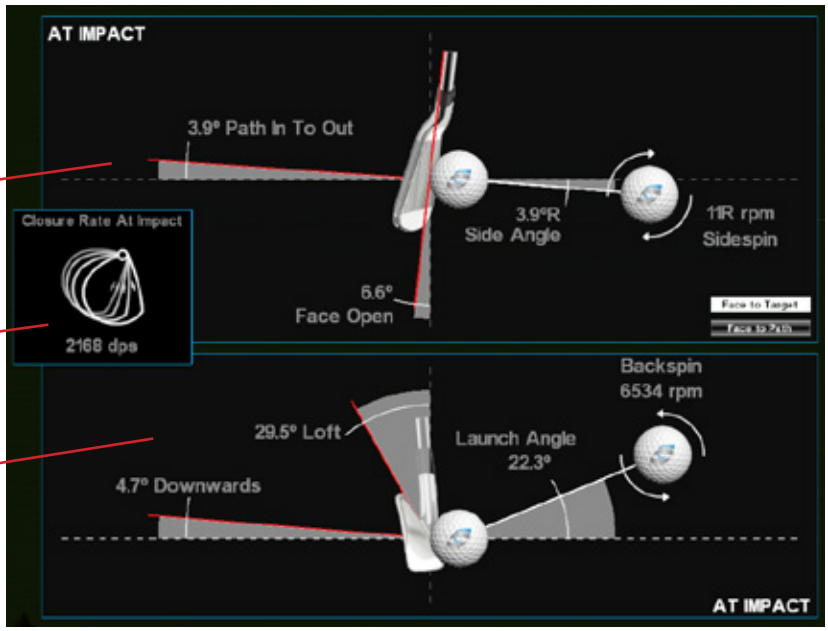
GRAPHIC CLUB READINGS

As shown, there are multiple graphic images used to represent club data.

Overhead View: Graphic representation of the overhead view of the club, including measurements of path in-to-out, face open, side angle, and side spin of the ball

Closure Rate: Measurement of how quickly the club face is closing through impact

Side View: Graphic representation of the side view of the club, including measurements of downward angle, loft, launch angle of the ball, and backspin of the ball



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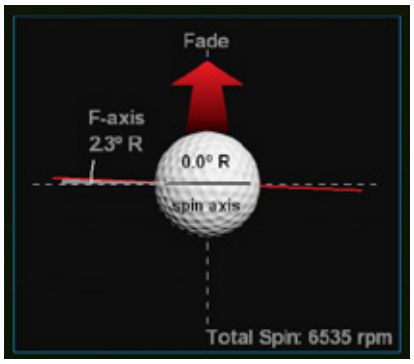
Ball View: Graphic representation of f-axis, spin axis of the ball, total spin of the ball, and arrow depicting shot shape: straight, draw (left), fade (right), hook (way left), and slice (way right)

Club View: Graphic measurement of the club speed, lie, and impact location



DATA TABLE

FLIGHT TABLE

This report provides shot readings of BALL FLIGHT analysis, each club separated into its own data set.

This data table offers:

1. Ball Speed
2. Launch Angle
3. Side Angle
4. Back spin
5. Side spin
6. Descent Angle
7. Offline
8. Peak Height
9. Carry
10. Total

Also the bottom of each club data set, the **Average** (data averaged from all visible shots on table) and **Standard Deviation** (variation (+/-) in relationship to the average) are provided.

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CLUB TABLE

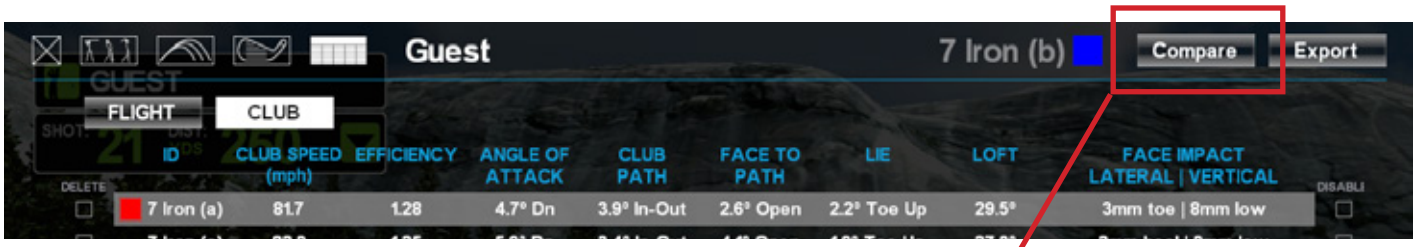
This report provides shot readings of CLUB HEAD analysis, with each club separated into its own data set.

This data table offers:

1. Club Speed
2. Efficiency
3. Angle of Attack
4. Club Path
5. Face-to-Target
6. Lie
7. Loft
8. Face impact

Also the bottom of each club data set, the **Average** (Data averaged from all visible shots on table) and **Standard Deviation** (Variation (+/-) in relationship to the average) are provided.

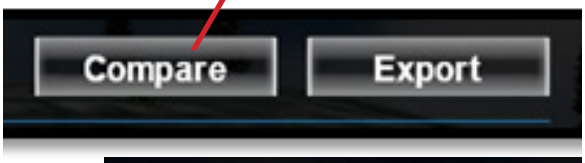
FSX COMPETE - REPORTS



COMPARE SCREEN

This section allows for direct comparisons of data collected for each club.

Access this screen by clicking on the **COMPARE** button in the top right of the REPORTS MENU.



To compare club data side by side:

Choose **SELECT CLUBS**, and select the clubs that you wish to compare.

* Note: Options to compare are relative to the clubs selected while hitting.

After selecting the clubs you wish to compare, select **COMPARE** at the bottom of the window.

When comparing data there will be two types of data to view:

1. Ball Data
2. Club Data

BALL DATA COMPARISON:

This comparison will offer a variety of information. Please note that all terms are defined in the glossary at the end of this user guide.

You will see the **Side View** and **Overhead View** of the two clubs. Also, note the **Ball Data Comparison** from the two clubs, including: **Ball Speed / Launch Angle / Back Spin / Side Angle / Carry Distance / Total Distance**

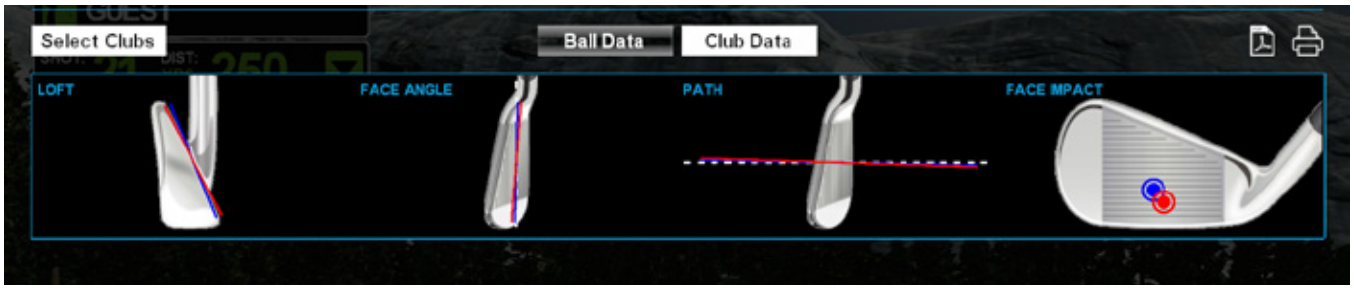
FSX COMPETE - REPORTS

CLUB DATA COMPARISON:

This comparison will offer a variety of information.

IMAGES

Loft / Face Angle / Path / Face Impact



CLUB DATA:

Efficiency / Club Head Speed / Distance Loft / Dynamic Lie / Face Angle / Path / Attack Angle

FSX COMPETE - REPORTS

SAVING/PRINTING COMPARISON REPORTS

At the top right of the comparison screen are two icons:

PDF Icon: Save report as a PDF file to the local hard drive

Printer Icon: Print comparison report

EXPORT REPORTS:

To access the export screen, select the **EXPORT** button from the upper right hand corner. This will allow you to select from multiple ways to export the data.

TO BEGIN:

Select **CREATE CUSTOM REPORT** under the report manager.

There are multiple items which can be displayed in the report:

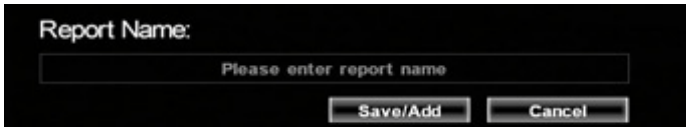
BALL DATA:
1. Ball Speed
2. Launch Angle
3. Side Angle
4. Back spin
5. Side spin
6. Tile Angle
7. Total Spin
8. Carry Distance
9. Total Distance
10. Dispersion/Off line
11. Descent Angle
12. Peak height

CLUB DATA:
1. Club Speed
2. Efficiency
3. Angle of Attack
4. Club Path
5. Face-to-Path
6. Lie
7. Loft
8. Fact Impact

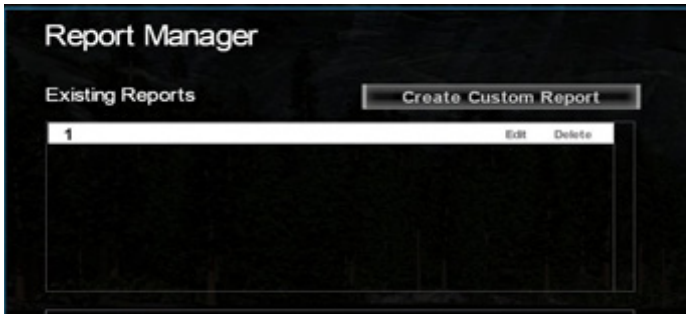
FSX COMPETE - REPORTS

Name the report by clicking the **Report Name** field.

Click **SAVE/ADD** at the bottom of the screen.



You can now access this report in the **Existing Reports** list on the left of the screen.



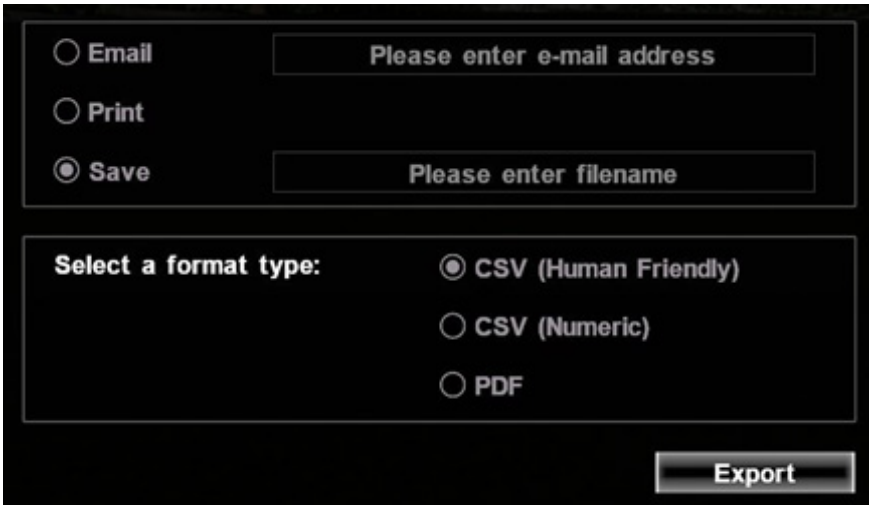
EXPORTING OPTIONS:

Email: Requires a working internet connection and valid email address; click in the email field to enter your email address.

Print: Printer must be installed on computer

* Note: contact printer manufacturer if you have trouble accessing printer.

Save: Requires a file name to be entered. All saved reports will be saved in the following directory:



C:\Program Files (x86)\ForesightPerfomanceFitting\Reports

FORMAT OPTIONS:

CSV (Human Friendly)
CSV (Numeric)
PDF: Requires a PDF reader to be installed on the computer

To export the report, select **EXPORT** at the bottom of the screen.

GLOSSARY OF TERMS

INTRODUCTION TO BALL FLIGHT DATA

LAUNCH CONDITION
The launch condition is described by a combination of the following measured ball-launch parameters:

- Ball Speed
- Total Spin
- Launch Angle
- Azimuth
- Spin Tilt Axis

The combination of these measured launch characteristics will determine the ball trajectory, peak height, descent angle, carry, and total distance.

BALL SPEED
The measurement of the golf ball's velocity measured just after impact; this is the main component in generating distance.

LAUNCH ANGLE
The initial vertical angle of ascent relative to the ground plane measured in degrees; the launch angle, combined with ball spin and speed, will determine the ball carry and total distance.

AZIMUTH
(Also known as side angle or deviation angle) The initial horizontal angle relative to the target line; the azimuth, combined with side spin, will determine the final ball position down range relative to the target-line.

SIDE SPIN
A component of total spin that defines ball curvature or shot shape; related to the spin-tilt axis.

BACK SPIN
A component of total spin that defines ball lift and trajectory.

SPIN TILT AXIS
The Spin-Tilt Axis is the axis that the golf ball rotates around to create shot curvature and lift.
When the spin-tilt axis is oriented to the left (looking down range), the ball's trajectory will move from right to left.
When the spin-tilt axis is oriented to the right (looking down range), the ball's trajectory will move from left to right.

TOTAL SPIN
The total amount of spin around the spin tilt axis that creates curvature and lift.

CARRY
The total distance of flight produced by initial launch condition.

TOTAL DISTANCE
The combined ball flight with bounce and roll.

PEAK HEIGHT
The apex of the trajectory measured from the ground plane.

DECENT ANGLE
The angle of the trajectory measured from the apex to the ground.

OFFLINE
The end position distance to right or left, measured from the target-line.

GLOSSARY OF TERMS

INTRODUCTION TO CLUB HEAD DATA

HEAD MEASUREMENT
Measurement of the delivery of the club head, described by path, face plane, velocity and impact location of the golf ball.

The following briefly describes each of these measured parameters

CLUB SPEED
Velocity at which the club head travels, measured just before ball contact.

EFFICIENCY
The ratio between club head and golf ball velocities used to determine the quality of the ball strike; described as head speed divided by ball speed = ratio, efficiency or smash factor

ANGLE OF ATTACK
The descending or ascending path of the clubhead measured in degrees.

CLUB PATH
The swing path measured in a horizontal plane relative to the target-line.

FACE-TO-TARGET
The face angle relative to the target-line at impact.

FACE-TO-PATH
The face angle relative to the club path.; the main components in generating side angle and curvature of the golf ball

LIE
The dynamic measurement in degrees of the club head's face plane position horizontally relative to the ground plane. Also known as roll.

LOFT
The dynamic measurement in degrees of the clubhead's face plane position, vertically relative to the ground plane; also known as *pitch.*

FACE ANGLE
The dynamic measurement (in degrees) of the clubhead's face plane position at a right angle 90 degrees perpendicular, relative to the target line or swing path; also known as *yaw.*

IMPACT LOCATION
The measurement (in millimeters) of the golf ball's contact point on the club face relative to face center

CLOSURE RATE
The rotation of the clubhead heel to toe, measured from the shaft in degrees per second or rotations per minute.

F-AXIS
The perpendicular axis measured relative to the directional path that the golf ball rolls or slides up the club face; in a typical shot where ball impact is centered on the club, the F-Axis and Spin-Tilt Axis should coincide.